

"Everything should be made as simple as possible, but not simpler." Einstein

The **SIX** **POWER** **MOVES** **CHESS** of

The Missing Key To Finding Good
Chess Moves From Any Position!

William G. Karnegees

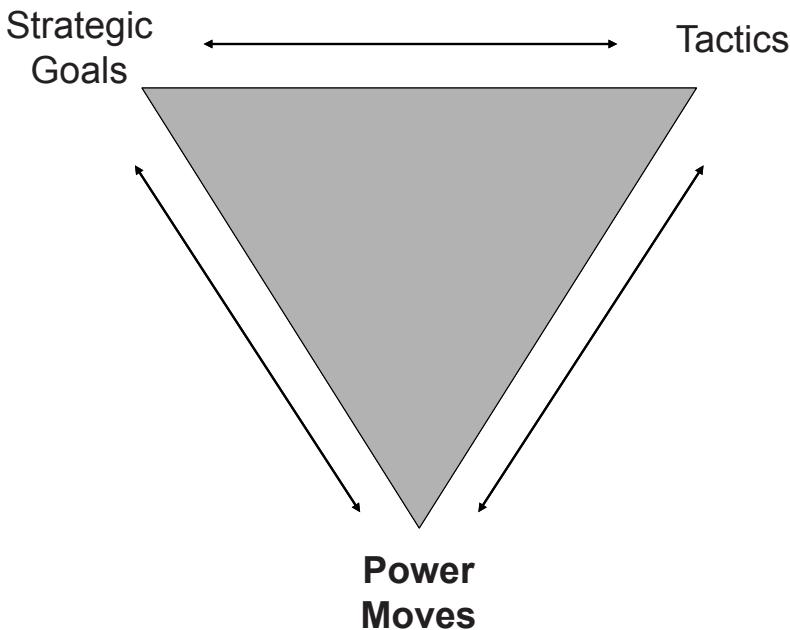
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"The Six Power Moves of Chess will improve your play!"

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Still, I debated between purchasing your book or one on the King's Indian by a well-known Grandmaster and since I had never heard of you before (sorry!), decided to go with good ol' you know who. Well, 30 minutes into his spiel I realized this purchase was just "another 25 bucks wasted!", because, as you point out in your presentation, the opponent doesn't always necessarily play the opening correctly and all your preparation is totally down the drain! That was the case, precisely, as I followed the GM's set up with a hand held computer....the computer never followed up on the GM's moves as he would have predicted.....total waste of analysis!

Regretting that I had not purchased your book instead, I attempted to find some info on it by Googling "Power Moves...Chess" on the web and, fortunately found your site...am I glad I did! Just by watching your initial presentation and applying your **"6 move thinking process"** to a move at hand, I've already noticed an improvement in several games.....and in solving some previously complex book puzzles as well! Amazing!"

Brad Polkinghorn amateur chess player

"This information makes you look at chess in a different way, very well done, a top notch product! Many thanks."

Derek Sebren

"My rating went up by 200 points. Thanks for your help."

Frank Brown tournament chess player

"This is some real original chess material.....and considering the amount of stuff out there....that's pretty hard to do! :) Great work!"

Andre Persidsky tournament chess player

More praise for The Six Power Moves of Chess

“I use Bill’s Six Power Move system to teach my students chess.”

Eric Brody, Director Redwood Chess Club

“I have to say the “The Six Power Moves of Chess” book and videos have changed the way I think about chess and the different positions that can arise. They are both very good and instructive.”

Peter Fabriz

Hi Bill,

I think your power move system/algorithm is fantastic. I’ve never come across anything like it in the many chess books I’ve seen. It seems to tie everything together in the search for the correct plan/move that a player is constantly faced with at the board.

Keep up the great work!

Regards,

David Barratt

“I have found your Six Power Moves to be the most beneficial thing I’ve done for my chess.”

Steve Falen

“Thank u for your response and your book. I have gone from a 1350 to a 1650 since reading your book and recently beat a player rated 1850 but I still have not watched all the videos.” Ben Bachand

“Some of the videos are amazing. Using your suggested thinking process makes a few seemingly deep tactical shots look dirt simple.”

Cheers, Patrik Farber

“I wish there were more books like yours with good narrative instead of endless annotations. It helps me to understand better.” Jacqueline Dalton

The **SIX** **POWER** **MOVES** of **CHESS**

The Missing Key To Finding Good
Chess Moves From Any Position!

By
William G. Karneges

A Cafe Lover's Guide

Published by Lingo Arts
San Francisco Prague

The Six Power Moves of Chess 3rd Edition

*Upside-Down Solution Board

Unique to the third and second edition is the use of the upside-down solution board, which may appear below the problem board or on the adjacent or next page. For those with print or E-book reader versions, simply turn the book upside-down to see the solution. For those with digital versions, hit Shift + Control + Plus twice to rotate the board.



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BISAC: Games / Chess / General

This book is dedicated to “GM Bobby”,
my first chess teacher.

Acknowledgments

Like the fundamental elements of chess, every creative work requires time, space and a little help from your friends. All the pieces on the board and in life must be in place to orchestrate a successful chess battle or chess book.

In this regard, I would like to thank friend and Fire Chief Mike Corey for putting out the life-fires which would have extinguished this work. Robert Black, Jen Carah and Jan Corbelli for turning up the light and providing nourishment on every level. Andre Persidsky for cracking the whip and all-night blitz sessions. Eric Brody and Branden Fine for astute counsel and café chess. Robert Hempe (my “GM Bobby”) for the joy of chess marathons fueled by pizza and burritos. Directors Max Wilkerson, IM John Donaldson and the San Francisco Chess Club for providing an almost around the clock chess room for honing your chess skills and the Mechanics Institute which houses it. GM Alex Yermolinsky, for club chess lessons. Scott and the Burlingame Chess Club for a friendly, family atmosphere in which to play chess. Lynn Corey for warm transportation and feedback. Nick for the Prague Tuesday night chess gathering. Helena and Willie Watson for non-stop encouragement and tea. Paul for non-stop good humor, the true Ambassador to Prague. Howard for asking me, “Is that all there is?”, after teaching him the Six Power Moves. For good cheer, Miro, Kača, and Erica. Jiří and Callum for most improved players. Jim and Miša, for moral support. Lucien Zell, the Poet of Prague for his keen eye. Ed, at Fast Print in Tahoe for countless proofs and Rick, at Redwood Printing for going the extra mile. Director Elizabeth Shaughnessy, Berkeley Chess School, for insisting that we not teach chess openings. And last but not least, to my six year old student, Andrei who showed me the power of little guys harassing big guys, (the fifth Power Move). Thank you one and all, your influence is on each and every page.

Special thanks to the late, great Grandmaster Larry Evans for taking the time to peruse my book and for his kind words.

Contents

Acknowledgments	7
-----------------	---

Preface	11
---------	----

How to use this book	12
----------------------	----

Part



1. The Six Power Moves	13
------------------------	----

Part



2. Achieving Strategic Goals with Power Moves	24
---	----

The Winning Formula, The Six Offense/Defense Postures, The Nine Strategic Advantages.

3. Finding Tactics with Power Moves	49
-------------------------------------	----

Sacrificial Power Moves and Trading Guidelines

4. Power Move Principles	87
--------------------------	----

The Chicago Way, Beware of gifts bearing Greeks!

Chess Energetics: How to play chess like a pro!

5. Kasparov uses Power Moves and Fischer too!	98
---	----

6. How to find good chess moves!	133
----------------------------------	-----

Advanced Power Move Thinking

7. Power Move Mates	194
---------------------	-----

Part



8. Beginner mini-course	239
-------------------------	-----

Chess clubs/Internet Chess

About the author

Preface

In The Six Power Moves of Chess, I share the discovery I made which has enabled me to beat chess experts and masters. Like many players, I have my own personal “chess library,” yet none of these books provided the insight needed to take my game to the next level.

I like to think of this book as “The Missing Chess Lesson” because The Six Power Move thinking process is what is needed most, by most players. Many players don’t need to “get better,” or “learn more” per se, what they need is a different model for choosing the best moves.

Although there are general principles and rules of thumb which you must use to guide your play, outlined here, dogmatic adherence to any rule or principle will prove your undoing, as the particulars always outweigh the general.

Chess play is a double-edged sword. It rewards caution and aggression, yet punishes timidity and recklessness. However, finding the correct balance between these extremes of offense and defense can perplex even the very best players.

Chess play is a juggling act of the several important variables outlined in this book. Each move requires assessment and a judgment call among imbalances in these variables between the players. We may judge well or poorly which determines the eventual winner or loser.

Chess games are often marked by three phases of combat, the opening, the middle game and the end game. However, it is the middle game where most games are decided and where the fewest number of books exist to help players navigate the uncharted waters that occur in every game played.

Although The Six Power Moves of Chess are critical at every phase of combat, it is in the middle game where they are the key to the creative and skillful jousting and maneuvering of pieces in unknown positions.

The Six Power Move thinking process has taken my game to levels of chess expertise that I never dreamed possible. If you are an amateur or tournament player below expert level, I know it will do the same for your game and immediately improve your play.

How to use this book

Complete beginners and novices should first see Part Three, page 239. Other players should proceed through the chapters in order. However, it is recommended that all players peruse the beginner section for some fundamentals you may have missed.

Part One introduces The Six Power Moves

Part Two contains a brief overview of the strategic goals and tactics that need to be pursued in all chess games played. This knowledge is needed to fully utilize and appreciate the role of The Six Power Moves in more advanced play. Also here, are games by Kasparov and Fischer, illustrating The Six Power Moves in high-level competition.

Part Three: Beginner mini-course

Spot the Power Move videos

After reading The Six Power Moves of Chess book, you will gain access to free sample Spot the Power Move Training Videos from Beginner to Advanced. **How to obtain the password for accessing these videos is revealed elsewhere in this book, so read carefully. :-)**

In the Spot the Power Move videos, we will be evaluating random positions from real games between players of all skill levels. In every chess game you play, you will find yourself in unknown, random positions where you must make critical decisions and choose from several possible moves available to you. Being able to evaluate, plan and execute from random positions is the skill that separates all chess players.

1

Part 1



The Six Power Moves of Chess Gaining and Maintaining the Initiative

The Six Power Moves of Chess offers a much needed guide for focusing chess play from the opening to the end game, which can be understood and used by chess players of all skill levels. In addition to captures, trades and sacrifices, The Six Power Moves and their preparation are the moves you *must* consider before all other moves.

The main battle for most players takes place in the middle game where creativity, cunning and the superior use of known strategic and tactical themes and principles reveal the true skill of the chess player. Six Power Move chess thinking is a breakthrough insight into gaining and maintaining the initiative, which is the key to controlling your opponent. It unifies strategy and tactics providing the average player a sure route to rapid chess improvement

Chess is a war game, and like war, the battle always contains the unexpected and rarely goes according to plan. Therefore, the advantage will go to the player who can fight strongly from any position. “Six Power Thinking” will help you do this! Most brilliant combinations succeed because of a Power Move or preparation for a Power Move. And Power Move considerations are necessary for the successful implementation of a strategic plan.

The Power Moves are deceptively simple, yet their neglect has been the downfall of chess players at every level, from beginner to Grandmaster. Along with all captures and sacrifices, these are the moves you must think about before you consider other moves, from the beginning to the end of every chess game and from the beginning to the end of every combination you calculate.

If your plans, strategies, and thinking don’t incorporate The Six Power Moves, then you won’t be playing good chess!

In this first section, we will look at some simple illustrations of each Power Move. In Chapter 5, we will look at a game played by Kasparov and one by Fischer where they make use of these moves in simple and very complex ways. (In the Spot the Power Move videos, you will see these same simple moves in combination with other tactical and strategic themes.)

Power Moves and their preparation are at the heart of winning chess play, of the actual jousting and maneuvering of the pieces. They help you control your opponent by allowing you to gain and maintain the initiative, as mentioned earlier.

You must be hyper-aware of the Power Moves because when used against you, they can lead to decisive positional gains or to tactical combinations which may result in the loss of material or you being checkmated!

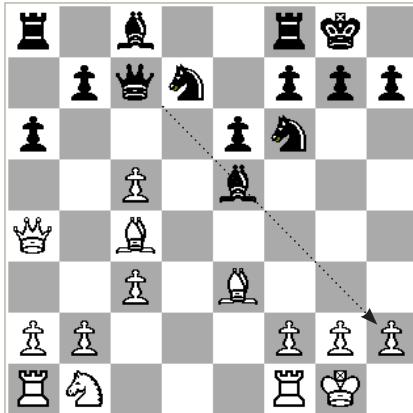
The 28 most important chess questions (which you can learn to ask in a matter of seconds!)

Question #1 What Is the threat?

Good chess moves should be guided by general principles, and by the strategic and tactical features of a position. Before you move, you must first determine the problem(s), if any, your opponent has posed. Not until you have determined what dangers await you should you consider what counter measures to take.

When your opponent makes a move, you must ask yourself the most basic of all chess questions—what is the threat, if any? Is my opponent's last move threatening anything or is he/she merely responding to my threat? Is it an offensive Power Move being launched against me? Is it a preparation to threaten something, either tactically or strategically? These questions must be asked after each and every move your opponent makes!

There are many kinds of threats, and the Six Power Moves are among the most devastating. They can be evaluated hierarchically from greater to lesser. Obviously threatening mate is the greatest of all threats. But mate requires a check. That's why check is...Power Move #1.



Four Questions

You must ask four questions for each Power Move. One for the Power Move and it's preparation from the offensive perspective and one for the Power Move and it's preparation from the defensive perspective. What can you do to your opponent and what can your opponent do to you!

In the following illustrations, the questions are being asked from the white perspective. Each of these questions is explored on four different board positions. Whereas, in actual play, you would ask yourself the four questions from one board position on each and every move!

In these examples, we look only at finding the Power Moves. In other sections of this book and in the Spot the Power Move videos, we see how to use the Power Moves to gain strategic goals or to win material when combined with tactics.

Important!

You do not launch a Power Move simply because it is there. Hold it in reserve for when you can gain specific tactical or strategic advantages.

**Chess notation is explained on page 242, but is not required to understand the following illustrations, as the moves are indicated with dotted lines and numbers.*

Power Move #1

Check

Defensive Perspective



#1. Can I be checked?

Yes! Because of the support of the queen, the bishop can take the pawn with check on h2.

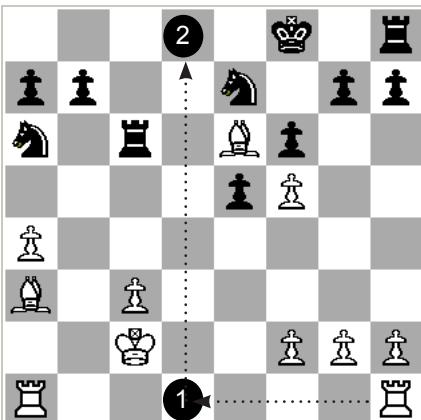
Offensive Perspective



#3. Can I check my opponent's King? Yes! The knight can check the king from d6.



#2. Is this move a preparation to check me on the next move? Yes,! If the knight moves to d4 he can then check on f3.



#4. Can I prepare to check the King? Yes! Rook to d1 threatens to check (actually checkmate) on d8.

Power Move #2 Attack the Queen

Defensive Perspective



#5. Can my Queen be attacked? Yes! The Bishop can attack it on d4!

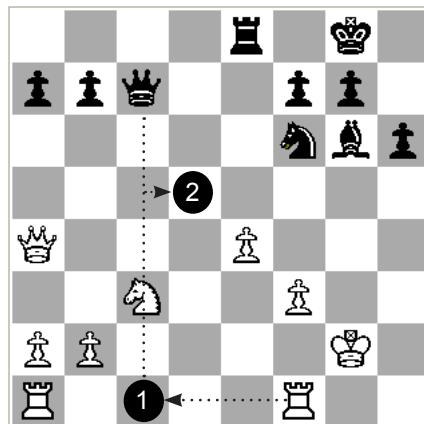
Offensive Perspective



#7. Can I attack my opponent's Queen? Yes! The Bishop can attack the Queen from g5.



#6. Is this move a preparation to attack my Queen on the next move? Yes! Knight to c6 prepares to attack the queen on d4.

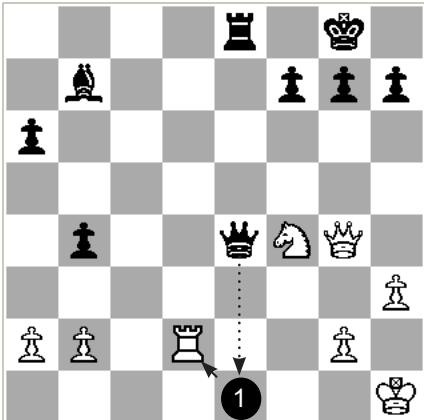


#8. Can I prepare to attack the Queen? Yes! By moving a rook to c1 we can prepare a discovered attack on the queen when the knight moves.

Power Move #3

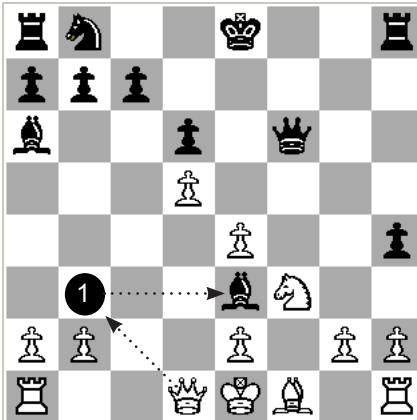
Attacking Undefended Pieces

Defensive Perspective

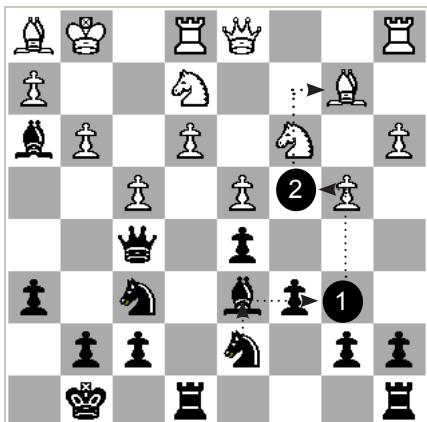


#9. Are any of my pieces undefended? Are any under attack? Yes! My rook on d2 is undefended. It can be won with queen to e8, check, Power Move #1.

Offensive Perspective



#11. Can I attack an undefended piece? Yes! The queen can attack the undefended bishop on e3 by moving to b3.



#10. Is this move a preparation to attack an undefended piece? Yes! The knight can first move to b6 and then to c4 attacking the undefended bishop on b2.



#12. Can I prepare to attack an undefended piece? Yes! The black queen on b7 is undefended, if the queen can check the king, Power Move #1 she can then win the bishop. She can threaten this by moving to e5, then to b8 check.

Power Move #4

Pins

(The “Pin” is explained on page 51)

Defensive Perspective

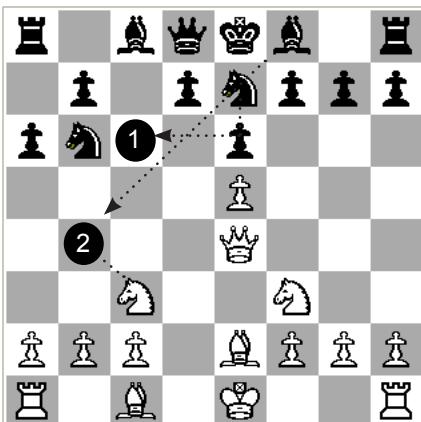


#13. Are any of my pieces pinned? Can any be pinned? Yes! The Bishop can pin the knight from h4.

Offensive Perspective



#15. Can I pin a piece on this move? Yes! The Bishop can pin the knight against the queen at f6.



#14. Is this move a preparation to pin a piece? Yes! If the knight on e7 first moves to c6, the bishop becomes free to pin the knight on c3. One-two!

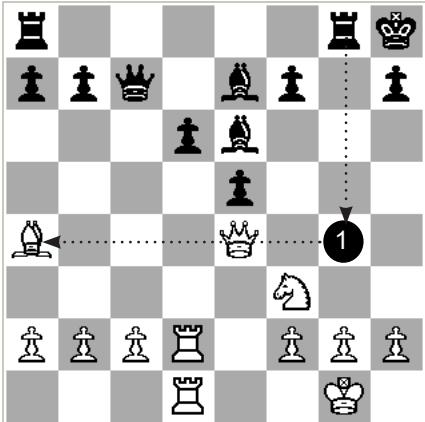


#16. Can I prepare to pin a piece? Yes! Pawn to e3 prepares bishop to b5 pinning the knight to the king. One-two!

Power Move #5

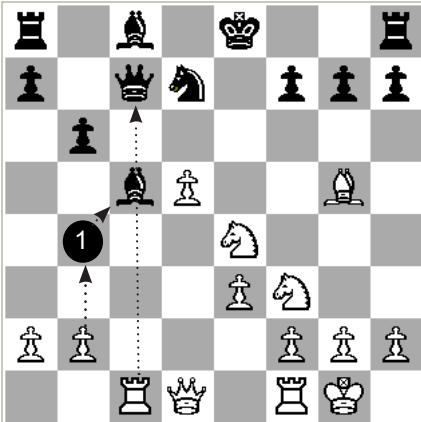
Little Guys Harassing Big Guys

Defensive Perspective

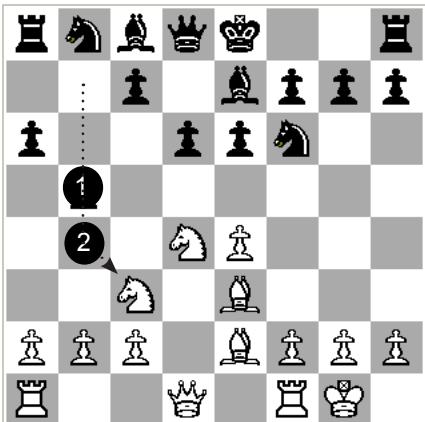


#17. Can any of my higher rated pieces be attacked by a lower rated enemy? Yes! The black rook can attack the queen from g4 winning the white bishop in the process!

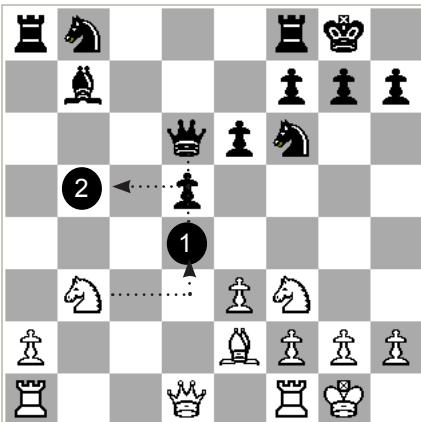
Offensive Perspective



#19. Can a lower rated piece attack a higher rated one? Yes! Pawn to b4 attacks the Bishop. Actually, wins the Bishop because it is pinned in front of the Queen.



#18. Is this move a preparation to attack a higher rated piece with a little guy? Yes! Black just played pawn to b5 threatening b4, attacking the knight.

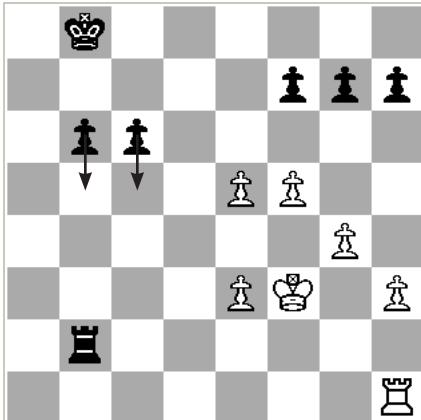


#20. Can I prepare to attack a higher rated piece with a little guy? Yes! Knight to d4 prepares Knight to b5 which attacks the black Queen.

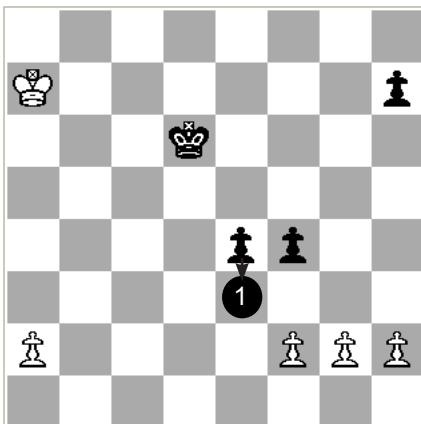
Power Move #6

Passed Pawns

Defensive Perspective

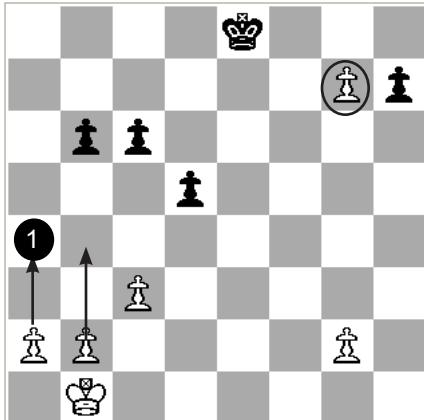


#21. Does my opponent have a passed pawn? Yes! In fact, black has two passed pawns on b6 and c6.



#22. Can black prepare to pass a pawn? Yes! By advancing the e pawn one square he can force a passed pawn, after white captures, the second black pawn recaptures and there is no stopping this pawn from queening.

Offensive Perspective

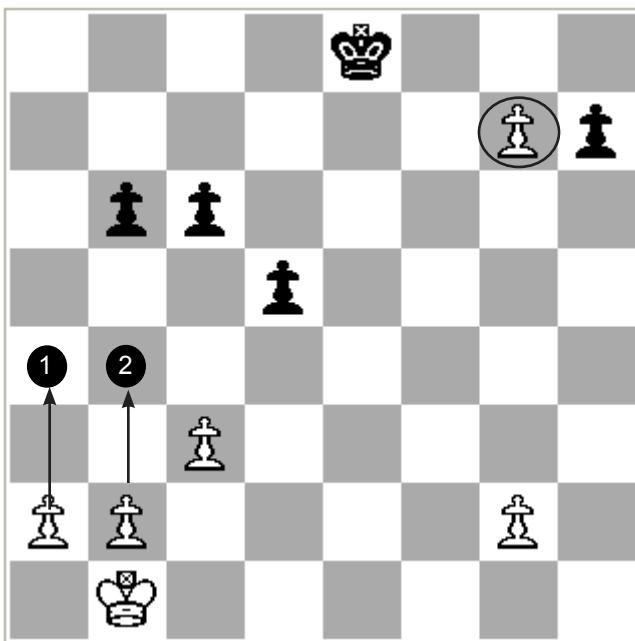


#23. Do I have a passed pawn? Yes! The pawn on g7 is passed and will detain the black king while the pawn on a2 also becomes passed, (with the help of b2) and will beat the king. (See next page)



#24. Can I prepare to pass a pawn? Yes! By taking advantage of the pinned black pawn on e7, white can safely advance the d pawn to d6 and then to d7.

Black to move



King position is vital in end games where passed pawns can force the king to defend, while the other king can attack and capture more pawns.

In this position, there is no way to stop a white pawn from reaching the other side of the board. It is two against one on the queen side.

The pawn already passed at g7 prevents the black King from defending the queen side. The black King must move to stop the pawn, giving the white pawn time to pass on the queen side.

At any time of the game, the danger of a passed pawn can become the focal point of the entire game and therefore a way of controlling your opponent and seizing the initiative. The most common way pawns become passed is through a majority or a gang-attack (see goals), in other words, two pawns against one or two against three. A force advantage. The threat of promoting a pawn to a queen or another piece is a Power Move.

*Question #26. Can any piece be captured?

Trading Pieces

Captures and Sacrificial Power Move Captures

Captures are also very forcing moves, especially when the capture itself is a Power Move, as with sacrificial checks. Every piece which is already being attacked, whether defended or not, and every possible capture and sacrifice must be included as part of your evaluation, both from the offensive and defensive perspective. Knowing when and where to trade pieces are among the most difficult decisions to make in a game of chess. More on trades and trading guidelines are explored in Part 2, Power Moves and Strategic Goals, page 24 and in Power Moves and Tactics, page 49. Also, see Fischer uses Power Moves, page 127.

Safety Check Before You Move or Attack

Power Move weaknesses in your own position can give your opponent counter-attack possibilities. Therefore, before you attack, you must assess your own Power Move vulnerabilities.

Your first orienting #1 question should be, “What is the threat?” Is my opponent’s last move threatening anything? Is it an offensive Power Move being launched against me? Then ask all 24 Power Move questions, and then ask Question # 26, can any piece or pawn be captured, traded or sacrificed? Later, we will be adding Questions # 27 and # 28 and more questions to this evaluative checklist. If this lengthy evaluation seems daunting, don’t despair. With practice, you will learn to ask these questions in a matter of seconds or simply by glancing at the board!

You must get into the habit of asking all these evaluative questions before each and every move.

2

Part 2



Achieving Strategic Goals with Power Moves!

Strategy/Tactics/Principles/Plans/Evaluation
What to achieve-What to prevent

Advanced chess play is based on the creation of an advantageous strategic environment and formulating a plan to exploit it. This attempt is made from the very first opening moves of the game. Doing this successfully, however, usually requires gaining the initiative which is what the skillful use of the Power Moves allows.

So, before we look at illustrative examples of the Power Moves in games by Kasparov and Fischer, let's first look at the strategic and tactical context within which the Power Moves operate.

Part 2 is a brief overview to some of the other key strategies, tactics and obstacles you face in the battle that is chess and the minimum knowledge you will need to follow the Power Move Videos, where they are explored in more depth. There, you will practice and see Grandmasters achieving these goals with the help of Power Moves. Use Power Moves not only to launch winning tactical combinations but also to help you achieve the strategic goals of chess.

The Six Power Moves are truly the simplest, yet most powerful moves of the game. Check, attacking the queen, passing a pawn, etc. These moves are obvious. They are used by all players from beginner to grandmaster. What is not so obvious is how to combine these simple moves with strategy, tactics, evaluation, planning and execution.

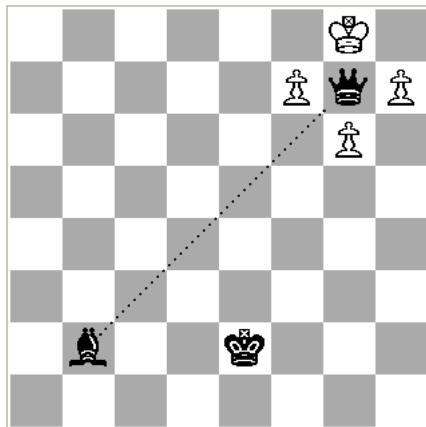
In order to use the Six Power Moves in more advanced play, you need to know how to incorporate them into your game, along with the other well known tactical motifs and strategic variables of the game.

The Six Power Moves are the thread that ties all chess play together because in addition to captures and sacrifices they are the moves which can suddenly allow the initiative to be seized. They are at the heart of dynamic chess play.

The beauty of the Power Moves is that they can be understood and used even by beginners, yet the more chess knowledge and skill you gain, the more effectively you can put them to use in advanced play. *It is the lesson that keeps on giving!*

Although checkmate is the main objective of chess, it seldom occurs without first winning some smaller battles on the journey to the enemy king. (See Part 3 for basic checkmates)

Goal 1: Checkmate

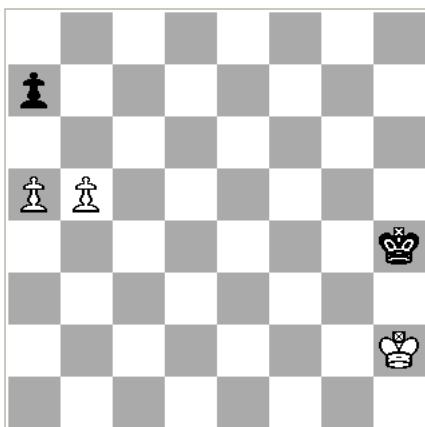


Queen supported by Bishop checkmates the white King.

In a nutshell, your primary goal is to penetrate enemy territory, win material, trade the remaining pieces, then try to promote a pawn to a queen, which will then make it relatively simple to checkmate the enemy king.

Goal 2: Win a piece/a Material Advantage:

Being ahead by a single pawn is often enough to win a chess game. A material advantage allows you to move to more squares and create the threat of winning even more material by a gang-attack or other means. It allows you to play for a strategically won game by trading pieces, so that you can easily promote a pawn to a queen. If you are ahead in material, you should try to trade the remaining pieces so that you are left with one piece and your opponent with none. Then it becomes rather simple to promote a pawn to a queen.



A mini “Gang Attack”

A gang-attack is Power Move 3 in disguise. Two against one is the same as one against none, an undefended piece.

Earlier in the game white won a pawn. Now he will capitalize on this material advantage. Two against one almost always wins. There is no way to stop a white pawn from reaching the back rank and promoting to a queen.

***These first two goals are the most important goals of the game. All other strategic goals, tactical maneuvers and Power Moves exist for one purpose—to mate the king or win material.**

“Unseen” Forces

When amateurs or lower rated club players are beaten by more advanced players, they often have no idea as to the real reason they are losing. Amateurs usually think great chess play is based on the ability to see many moves in advance and believe they lost because they just didn't see far enough ahead. Although calculation plays an important role in chess, other factors are at times more important.

Most players are beaten by forces they do not see and are not even aware of. Most players are beaten because they have violated a strategic principle which gives their opponent an advantage in one of the unseen forces. With this advantage, the enemy is able to launch a successful attack.

The “unseen” forces include:

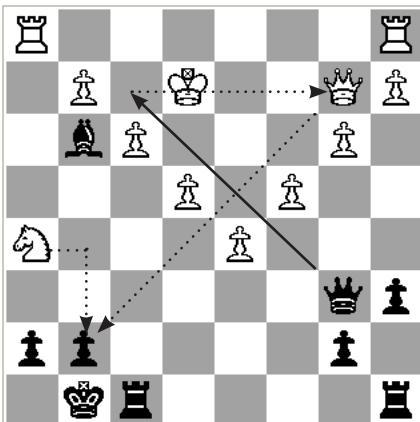
1. Time - Initiative
2. Space - Center control or elsewhere on the board
3. Force (quantity) Local force majority or lead in development
4. Pawn structure
5. Superior compensation
6. Better piece placement, activity or coordination (quality)

Goal 3: Time/The Initiative/Tempo/ Control your opponent

“The Winning Formula” and the Initiative: It is difficult to gain material without first being one step ahead of your opponent. I attack, you defend. I capture a pawn, you capture one of mine. Everything stays equal. Being one step ahead of your opponent is to have the initiative. This extra move will allow you to apply “The Winning Formula”, which is *the ability to coordinate your pieces for an attack before your opponent can coordinate his, for an equal or better counter attack or defense*. In the example below, white is threatening mate on g7 but, fortunately for black, it is his turn to move and it is his attack which is one step ahead.

White is threatening queen and knight mate on g7.

What is the most aggressive way for black to handle this mate threat? Does white really have the initiative or Winning Formula?
A Power Move assessment will uncover the best moves.



Black to move

Because it is black's turn to move and because black has Power Move 1 and 2 available, he can stop the mate with a 1-2 combination. (The Black Queen checks the King, winning the White Queen on the next move, which ends the mate threat!)

Goal 4: Space

Goal # 4 Mobility/Space/Center Control: Increase the mobility of your pieces.

Chess pieces move. They move to attack, defend, counterattack, run, hide, threaten, capture, and to restrict the movement of your opponent's pieces. If they cannot move, they cannot do these things. And the more they can move, the better they can do them. The ultimate value of a piece is based on *how quickly it can move to where it is needed for either offense or defense*.

The Center

The most valuable real estate on the board are the four most central squares, e4, d4, d5, and e5. The importance of the center is emphasized in most chess writing and the reason is that from the center, pieces can move to the greatest number of squares while simultaneously restricting the mobility of the opponent's pieces. As the pieces approach the center their mobility and options increase. If one of your bishops can move to more squares than your opponent's bishop, then your bishop is theoretically more powerful than his. The mobility of the nobility rules!

When your opponent's pieces are cramped, or less mobile than your own, it becomes easier to maneuver your pieces for a successful attack. If your pieces are cramped, you should try to trade them off the board. If you are cramping your opponent, you should avoid trades until you gain something more.

Center control is used to either attack up the center or to use it as a pivot point to attack on the king or queenside as well. In fact, central control is usually necessary to launch a successful attack on the wings. If your opponent has center control, and you have no compensating advantage, try to chip away at it with the pawns adjacent to the center. This is usually done with the c, e and even the f pawns. Of course, everything in chess must be done judiciously. Good judgment and good timing come with experience. So, play and lose lots of chess games to gain this invaluable experience. :-) It's a sport after all, isn't it? Or is it an art?

White has a Spatial advantage



Black's pieces have few squares they can move to, while white, on the other hand, can open the f-file and penetrate into black's territory, launching gang attacks with his more mobile pieces.

*Taking advantage of a spatial advantage is not easy, as the cramped side can have defensive resources. Nothing is easy in chess! That's why it's so much fun. :-)

In more advanced play, it is very common to convert one advantage into another at the appropriate time. While the opponent is struggling to defend, it is often possible to attack somewhere else or convert one advantage to another.

Piece Quality

According to Gary Kasparov, the quality of the pieces is one of the most important points to evaluate. In the position above, we can see that both sides have the same number of pieces and pawns. The force count may be equal, but it is clear that the quality of the white pieces is much greater than black's, in that they have much greater opportunity to attack and defend as needed.

Sometimes, simply having just one better placed or more active piece is enough to win a game.

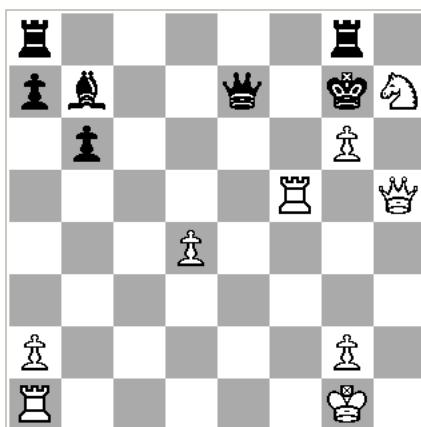
Goal 5: Force: Develop Your Pieces

United we stand...Divide and conquer

Greater piece activity is often a decisive advantage. If your pieces are more active than your opponent's, it becomes easier to gain a local force majority, which can justify an attack. This is why it is critical to not fall behind in developing your pieces in the opening or to allow your opponent to create a local force majority at any time during the game.

Chess is a team effort, which is why you usually need the help of several pieces to launch a successful attack.

A force count is the sum of the value of the pieces (see pg. 249). This count can be made for the entire board or just in a particular area of the board. If you have more force in a particular area of the board, you could (theoretically) launch a successful attack there. An attack should be justified and this is one of the justifications for launching an attack. Of course you must calculate the moves in advance and see specifically which moves to make. Your calculation may be wrong, as it often is, but you should always proceed from a well thought out plan. As your skill increases your ability to calculate and maneuver your pieces improves and your calculations will more often be correct.



Four against three

Four white pieces, the knight, queen, rook and pawn are swarming over the black king who has only two defenders, the rook and queen.

Goal 6: Be the Attacker/Create threats/ Cause problems for your opponent

Build Pressure: **Create tension - increase the tension.**

Attack with Justification

To launch a successful attack, you need an advantage in one or more of the unseen forces. Without an advantage in the unseen forces you could face a powerful counter-attack.

You need *The Winning Formula*, which means you are ahead in time, which means your attack will be one step ahead of your opponent's defense or attack. Or you have an advantage in space, which gives your pieces greater mobility than that of your opponent.

Or you have superior forces to your opponent, either through a gang- attack or through pieces of higher value. This is why it is so important to not fall behind in development. The development and coordination of your pieces are important throughout the game.

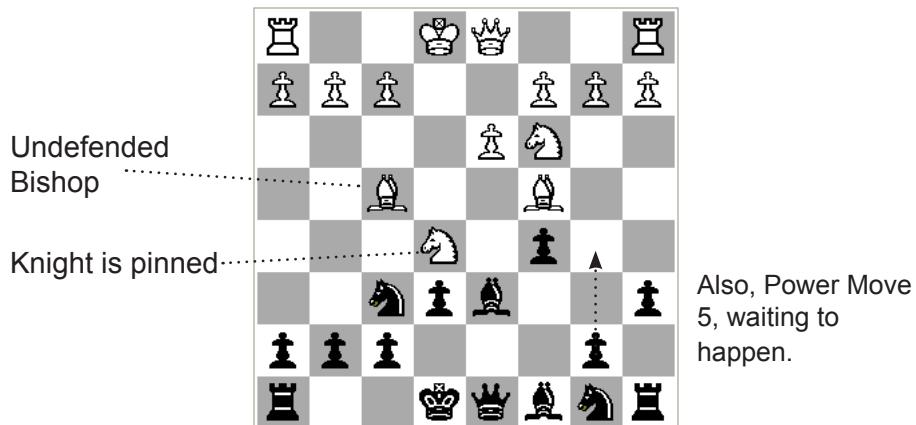
However, early pins on the knights, Power Move 4, which x-ray the king or queen are typical and acceptable early forays into enemy territory

Attacking pieces decide when to capture. This is an advantage because it puts pressure on the defending side who, as a result, is more likely to make a mistake or become a victim of a gang attack. Moreover, *the attacker decides when to pull the trigger* and capture the piece, usually forcing the opponent to recapture. This is why the attacker controls play, which is a huge advantage.

Gang up on a pinned piece to build pressure

In the example on the next page, we see that white's dark-squared bishop on f4 is undefended, Power Move 3. As a result, the knight is pinned. By piling up on the knight, it may be possible to win the knight or bishop. Also note that plans are formed as a result of how your opponent chooses to solve his problems. Right now black's plan is clear,

to pile up on the knight. This is the main action. Although, at all times, black must ask if white has an equal or better counter-attack or defense. Also note, that black also has Power move 5 available, b7-b5 attacking the bishop on c4.



Trading Guidelines

All possible captures must be included in your evaluation!

Knowing when, where and how to trade pieces could be the topic of an entire book, as captures are at times both strategic and tactical in nature. An example is exchange sacrifices, i.e., the deliberate loss of higher-rated material to lower-rated material, such as a rook sacrificing itself to capture a knight. That said, listed below are some guidelines to help that decision, all things being equal:

1. Capture or recapture to maintain material equality.
2. When materially ahead, trade down judiciously to a won endgame. Many players often forget this and overcomplicate positions, looking for a mating attack or tactics, when simplification is called for. Conversely, avoid trades if you are down materially.
3. When cramped and suffering from a spatial disadvantage, judiciously trade pieces, hoping to allow the movement of other pieces and to, at least, relieve the pressure.

4. Trade to alleviate a tactical build-up by your opponent.
5. Capture to reposition an opponent's piece into a Power Move, especially the king. See Fischer game, page 127
6. Capture to remove the defender. See Tactics, page 64
7. When called for, trade to achieve the Bishop Pair, See page 47.
8. Trade your opponent's more mobile and better placed pieces for your more poorly situated counterparts.

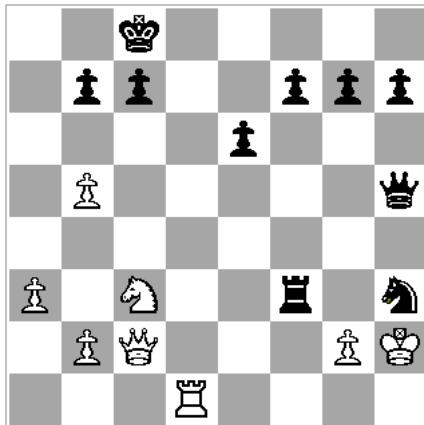
9. All things being equal, don't trade, if the trade increases your opponent's piece activity, or gives him/her the tempo. Otherwise, maintain the tension granted the attacker. As the word implies, trading is a sort of business transaction, ideally one in which you gain more than you lose.

10. Sacrificial Captures: Being the attacker allows you to capture first and when this capture is itself a Power Move, it is very forcing indeed and can lead to a series of Power Moves. These include sacrificial Power Moves, or other captures, which can lead to a winning position. (See removing the guard or defender tactic, example 3, page 64)

In the diagram below, black is offering either the knight or rook to white, primarily made possible because of the presence of Power Move 3, the undefended white queen on c2, and a series of checks. Capturing the knight leads to mate and capturing the rook leads to the loss of the white queen.

Yanofsky – Larry Evans, U.S. Open 1947

1. e4 Nf6 2. e5 Nd5
3. d4 d6 4. Nf3 Bg4
5. h3 Bxf3 6. Qxf3 dx5 7. dx5 e6 8. a3 Nc6 9. Bb5 Qd7
10. c4 Nde7 11. 0-0 Qd4 12. Bg5 a6 13. Bxe7 axb5 14. Bxf8 Rxf8 15. cxb5 Nxe5
16. Qe2 0-0-0 17. Nc3 Ng6 18. Rad1



White to Move

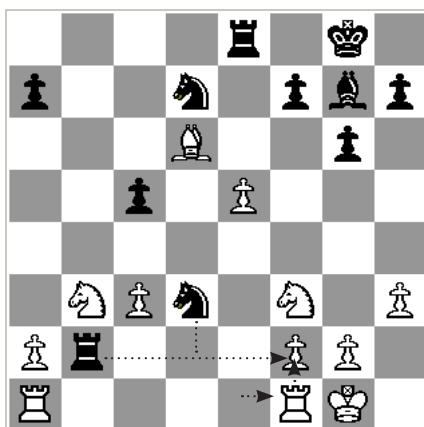
- Qe5 19. Qc2 Rxd1
20. Rxd1 Rd8 21. Rc1 Nf4 22. Kh1
- Qh5 24. Kh2 Rd3
25. f3 (see diagram at left) 25 ...Rxf3!
26. Rd1 Nxh3!
27. gxh3 Nf2+ 28. Kg3 Qh3+ 29. Kf4
- Qh2+ 30. Ke3 (0-1)

(For example, after 30. Ke3...Ng4+ 31. Kd3...Ne5+ 32. Kd4...QxQ!)

The 6 Offense/Defense Postures

1. Attack
2. Counter-Attack
3. Simultaneous Attack/Defense
4. Attack the Attack
5. Active Defense
6. Passive Defense

Ideally, you want to be attacking and your opponent passively defending. However, against an equal or better opponent this seldom occurs and you find yourself moving around this spectrum. This list is good to have in mind so you know what posture you are adopting and what general options exist. If your opponent is attacking, then find a superior counter-attack. If you can't, then find an equal attack, or attack his attack to dissolve it. When you must defend, do so actively and as a last resort adopt a passive defense. Sometimes a passive defense can hold the position as your opponent tries too hard to break through your defenses, giving you counter-attack opportunities.



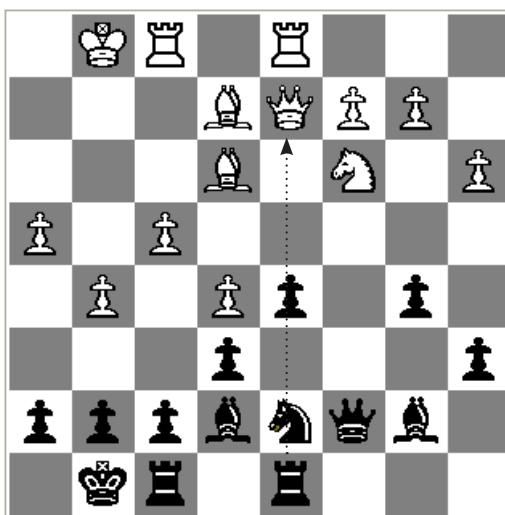
The white rook moved to f1 to passively defend the f2 pawn. Passive defenses are usually a last resort and are the cause of many lost games.

Beware of the “x-ray” attack



The white rook is x-raying the black king.

Be aware that the power of a piece extends to all squares in its path whether or not it is blocked by its own or enemy pieces. Begin to visualize in this way and you will be able to dream of more attack possibilities. Paths are often easily cleared to reveal the pieces effect.



The black rook is x-raying the white queen at d2.

Goal 7: Castle Early

King Safety: Castle early /Punish an Un-castled King: Since the pieces are striving to reach the center, the center is a common battle-ground and this is why the king should be shuttled to the side of the board through castling. *An un-castled king is a weakness, which should be punished.* Many games are lost because of an un-castled king.

Goal 8: Unite the Rooks: When the rooks are united they are able to work together both in offense and defense. It is usually their best formation, either horizontally or vertically.

Example 1



The Rooks are united.

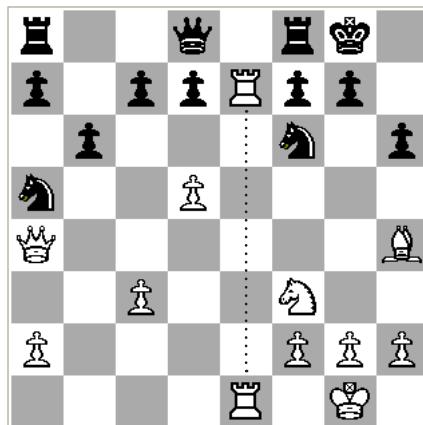
Example 2



Team work, team work, that's what counts!

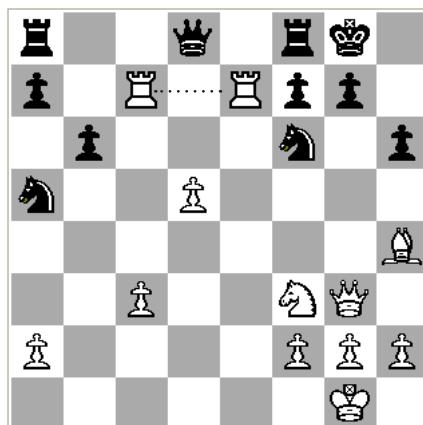
Goal 9: Double the rooks on an Open File/ Control open files and central files.

When a file is or can be opened, you should seek to control it. Because the first player to control it can have a decisive advantage. The rooks can be united both horizontally and vertically. It is difficult to prevent united rooks from penetrating enemy territory.



Goal 10: Place Rooks on the Seventh Rank

Preferably together, but even alone, a rook on the seventh rank usually means trouble for the opposing team. A rook on the seventh can severely restrict the movement of the King.



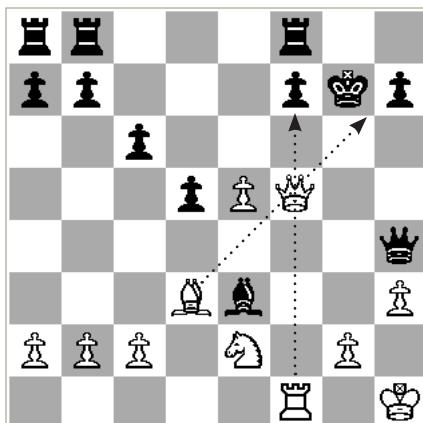
Goal 11: Form a Battery

(United we stand, divided we fall)

When your pieces are united and working together they are much more powerful both in offense and defense. That is why the advantage can often go to the player who can first unite their pieces. A common strategy for doing this is to align your pieces together, much like a battering ram.

A typical arrangement is a queen and bishop, or two rooks, as in the previous examples, or a queen and rook, and sometimes two rooks and the queen lined up together! This arrangement of pieces, usually called a battery, is a force to be feared. You must adequately defend against this build-up of force, or do what you can to break it apart. Divide and conquer!

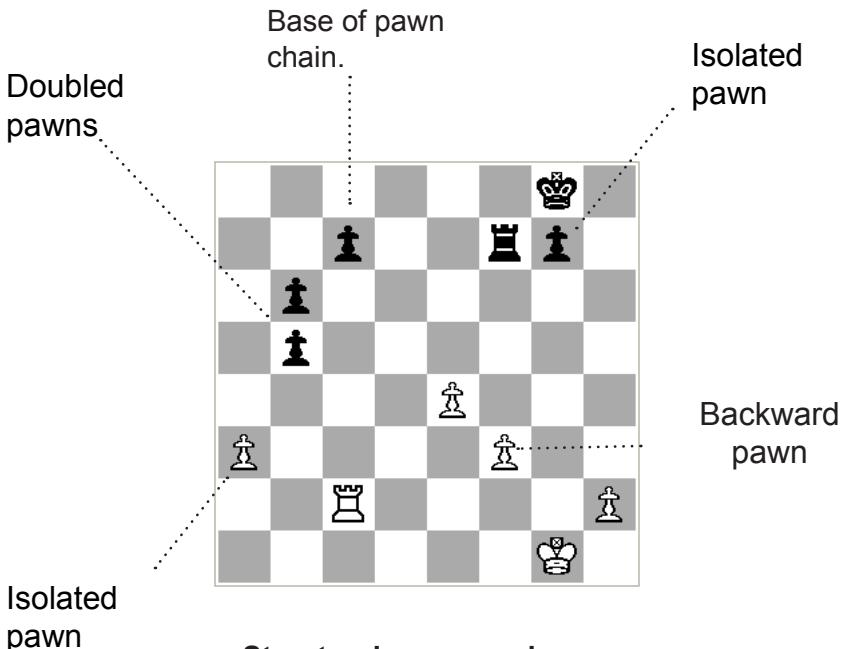
Here we see that white has formed two batteries-one with queen and bishop and the other with queen and rook.



Goal 12: Pawn Structure...Create Targets

Weak Pawns: In advanced play, leading by one pawn is usually sufficient to win the game. Consequently, pawns are often the target of attacks, as it is difficult to fully protect them without incurring other weaknesses. And, of course, being slow of foot, pawns make easy targets. In addition, these weak pawns cannot be defended by other pawns, so a piece must be relegated to this lowly task.

It is easier still, to attack pawns which have been “weakened”. Typical weak pawns include the isolated pawn, doubled pawns and backward pawns, as well as the base of a pawn chain.



Structural pawn weaknesses

In advanced play, creating “bad” pawns is the name of the game!

Pawns affect the mobility of all the pieces on the board which is why they have been called the soul of chess. Rooks are used on files which are no longer blocked by pawns, the diagonals by bishops. The knights can maneuver around locked pawn formations. Masters manipulate the pawn formation to create favorable activity for their pieces. Pawns truly are the soul of strategic or positional chess.

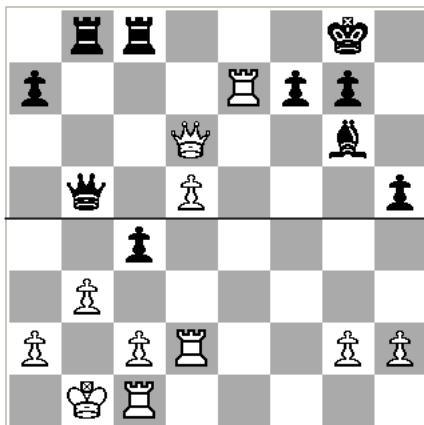
Goal 13 : Penetrate enemy territory

After you have developed well, with some center influence and castled, you are ready to begin your next major objective and that is *to determine where you will penetrate into your opponent's side of the board.* Why? For hand to hand combat of course. Inside enemy lines, you can more easily reach more targets, including the king.

Where to penetrate is sometimes clear, but it is often one of the most difficult and critical decisions you will make in a game.

Your major choices for penetration are: up the center, or from the flanks on the queen side, or on the king side. Bear in mind that all of these points can be attacked diagonally as well as vertically.

This imaginary line separates the black and white sides of the board.



Here we see that white has penetrated the black side of the board with the pawn, Queen and Rook.

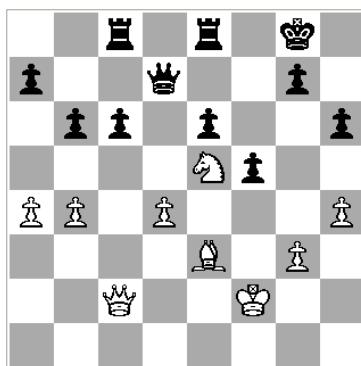
Entering enemy territory is an act of aggression so you must be prepared to do battle. If you are not adequately prepared, your forces can be repelled and you could face a stunning counter-attack. So, find an open file, or one that you can open, get your rooks on them and blast away. Attack where you have the greatest force.

* A well-known strategic axiom states that “an attack from the flank is best met by attacking up the center and visa versa.” The advantage will go to the player whose attack has more force or speed or better piece placement. You often must alternate between hindering your opponent’s efforts and resuming your attack.

Goal 14: Use Weak Squares/ Create Outposts, Especially for Knights

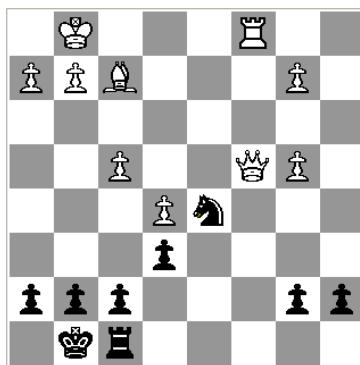
Weak squares are squares which cannot be attacked by enemy pawns. These squares can be used as outposts in enemy territory, form the basis of a plan and increase tactical opportunities.

Example 1



The knight at e5 cannot be harassed by enemy pawns, which makes this square an ideal outpost for white pieces.

Example 2

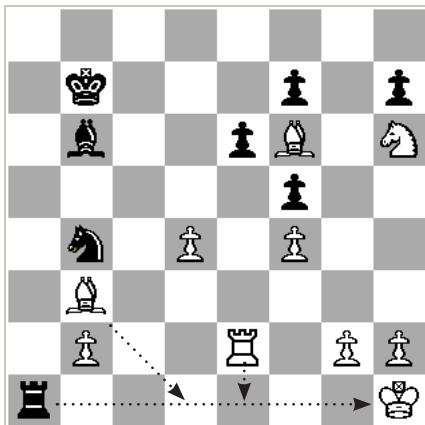


The black knight has a safe outpost at d5. It cannot even be harassed by the dark squared white bishop.

Goal 15: Create “Luft”/King Safety

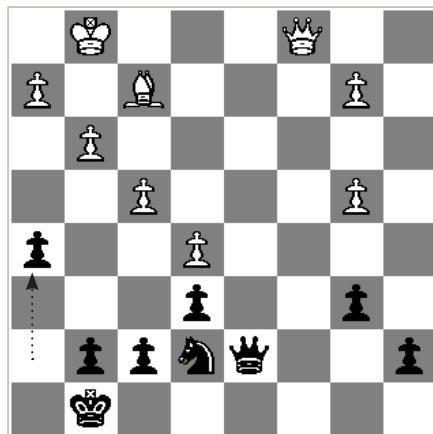
Avoid a weak back rank: create “luft” (chess is an international game and several words are used from other languages. “Luft” is a German word for “air” (think Lufthansa)

Example 1



Because the white king has no escape square and because no white piece can block the check by the black rook without capture and continued checks, the king will be mated.

Example 2



6....h5

Black has just created “luft” for his king by playing h5.

Compensation

Perhaps the most difficult unseen force to judge is compensation and it requires the greatest skill to use successfully.

Compensation can involve sacrificing a higher-rated piece for a lower rated one, or accepting a pawn weakness for an open file, or trading material for time, or any other strategic goal for another. You can't have it all in chess, so give a little and get a lot!

Remember the venerable Master Po from the TV series, Kung Fu. He said, "*For every gain there is a loss and for every loss a gain.*" It's true for kung-fu and it's true for chess.

All things being equal, grab that pawn. All things being equal, take the open file with the rooks. All things being equal, double your opponent's pawns.

But all things are *not always* equal and that is one of the things that makes chess a particularly absorbing game. Because for every rule and principle there is an exception. Learning the tenets and learning when to break them is the hallmark of advanced play. Speculation, gambling and risk taking can be seen at every level of chess. And that's why it continues to remain a fascinating board game. Of all the unseen forces, *compensation* is perhaps the most difficult to assess accurately. Grandmasters continually debate the strengths and weaknesses of imbalanced positions, often without a clear conclusion.

Break the rules

The general rule is to first *learn* the principles and then learn to *break* them. As a beginner and intermediate player, you are most likely to be beaten by violating a principle. So, follow the principles and see how they can help you beat other players who are violating them. Then, as you improve, you will begin to see the times when it is possible to violate principles because of some compensatory gain.

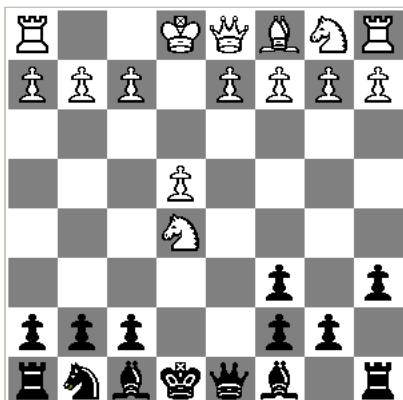
Violation of general principles for other advantages can be seen even in the opening phase of some positions.



1. Bxc6

In this diagram, the white bishop has just captured a knight at c6 and black must recapture. A general principle states that pawns should capture towards the center to strengthen and build the center, which is usually important.

However, black is about to lose the pawn at e5. If black takes the bishop with the b pawn towards the center, he will lose the e pawn without being able to recapture white's e pawn. By capturing with the d pawn instead, he will be able to recapture the pawn at e4 with the queen, because both knight and pawn are undefended. See below.



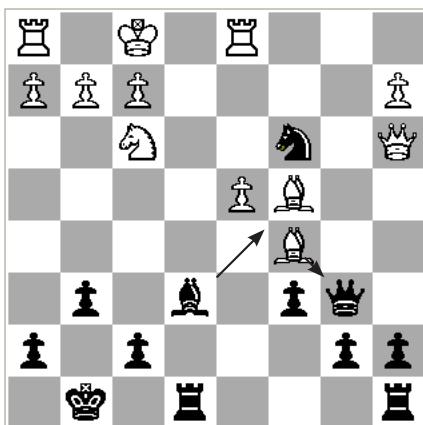
1...dxc 2.Nxe5



2...Qd4! wins back the pawn.

Game of the Century

A great demonstration of compensation was carried out by a young Bobby Fischer in 1956. He was thirteen years old at the time, playing against a prominent master. It has been called *the game of the century*. In this game, Fischer sacrifices his black queen, in compensation for a winning attack with the minor pieces, against the white king.



White to move

Fischer sacrifices his Queen!

Don't try this at home!
Compensation is very difficult to judge. :-)

It is white to move and Fischer, playing black, has chosen to sacrifice his queen. In this game, after white captured his queen, he played ...BxB+, Power Move 1, a check and a winning attack with the minor pieces against white. You can see the complete game in the *Beginner* videos, *Game of the Century*.

*The 9 Strategic Advantages

Over a hundred years ago, chess great, Wilhelm Steinitz, mentioned nine strategic factors to evaluate, to strive for or to prevent your opponent from achieving. They include center control, a lead in development, mobility of the pieces, position of the enemy king, weak squares in the opponent's position, superior pawn formation, pawn majority on the queen-side, control of open files and the advantage of the bishop pair. Comparing your strengths and weaknesses to your opponent's will help you form a plan of action. This may entail correcting your deficits or further capitalizing on your advantages.

*For a more recent exploration of the interaction of these strategic elements, I can recommend Jeremy Silman's book, *How to Reassess Your Chess*.

Other Strategical Tips

1. Avoid defending pieces with the king or queen: Because the king and queen are so valuable, they are particularly vulnerable to attacks by little guys or lower ranked pieces-Power Move 5. That is why a piece or pawn defended by a king or queen makes a good target to go after.
2. **The advantage of the bishop pair:** It is generally considered advantageous to have two bishops against a knight and bishop, or a bishop against a knight but this requires a higher level of skill to put into practice. In closed positions, (positions where the pawns are locked and there is little maneuvering room for the pieces) the knights tend to be better than bishops, since they may be the only piece able to hop around the board, creating threats and seeking targets. In positions where the bishops are free to maneuver and where there are pawns on both sides of the board, the bishops are better, since they can dart from one side of the board to the other more quickly than the knights. Additionally, an opposite colored bishop cannot be challenged by the opposing bishop. As a result, attacks can be directed to those off-colored squares.

Amateur games are characterized by a violation of opening principles, not using all the pieces, not looking even one move ahead, a fear of trading pieces (especially the queen) and allowing Power Move weaknesses.

The Evaluative Checklist Approach to Chess

1. Follow Opening Principles - If your opponent violates opening principles, such as:
 - a. Doesn't castle - complete your development, castle, then open the center and attack the un-castled king.
 - b. No center pawns - bring your own pawns and pieces to the center.
 - c. Early queen move - develop your pieces while attacking his\her queen.

- d. Premature attack – defend if necessary, then counter-attack after you have castled.
 - e. Power Move weaknesses - complete your development, castle, then calculate a way to win material or achieve other strategic goals based on the available Power Moves.
 - f. Moves the same piece twice before castling – finish your development, castle, then launch a gang-attack.
2. Always conduct a defensive and offensive Power Move evaluation before moving and consider the consequences of any capture, including sacrificial captures.
3. King Safety: At all times consider the safety of both kings. Is there a way to take advantage of pawn moves in front of the king? Are there enough (or any) defenders for the king? See Goal 15.
4. If no opportunity to win material emerges, then seek to achieve a strategic goal.
5. Identify, repair or defend weaknesses, which include pawn weaknesses, Power Move vulnerabilities and strategic weaknesses.
6. If you have an advantage in one of the unseen forces, look for an attack or convert this advantage to another, which may then make an attack possible.

These are general guidelines. There are always exceptions and sometimes you may need to attack a weakness before you have castled to prevent your opponent from correcting his/her weakness. But until you have reached the skill level necessary to determine when an exception exists, it will be safer to follow the guidelines as presented here.

3

"The presence of two or more offensive Power Moves often signals the opportunity for a winning combination!" BK

Finding Tactics with Power Moves!

It has been said that chess is 99% tactics. Yet, many players miss many tactical opportunities which occur in all their games because they don't know how to find them. **Power Moves are the pre-tactical features which signal the opportunity to launch a tactic or gain a strategic goal! However, Power Moves are very temporary features. Within a move or two your opponent may defend that undefended piece, or move the queen from where it can be attacked or remedy any other Power Move vulnerability. That is why you must look for a way to capitalize on available Power Moves, either through a winning tactic or gain of a strategic goal when the Power Moves are present, otherwise they may vanish as quickly as they appeared!**

There are six typical tactics which are used to win material, or otherwise take advantage of targets and weaknesses in the opponent's position. These include: 1.The Pin, 2.The Fork or Double Attack, 3.The Skewer, 4.The Discovered Attack, 5. Removing the Defender or Guard, 6. Double check. Other related tactics include: The Overworked Piece, Blocking and Attraction, Interference and Trapping. (**The Pin is the only tactic which is a Power Move because all the other tactics can be found with a Power Move evaluation and require the presence of Power Moves to succeed).**

Power Moves, tactics and strategy are interrelated. Sound strategic play increases the likelihood of both Power Moves and tactics. And tactics can be used to achieve a strategic goal or another Power Move. Yet, Power Moves can be used to launch tactics or achieve strategic goals.

This is why you must be hyper-aware of the presence of Power Moves, both offensively and defensively.

The same tactical themes can range in complexity from very simple to extraordinarily complex.

All good chess players use known strategic principles to guide their play.

All good chess players have played hundreds and even thousands of games to develop their chess skills. A great deal of practice is required to train your brain to see tactical combinations. And this you must do.

*As in the strategic goals section, the purpose here is to simply illustrate the main tactics and to practice them in a few examples. You will get more practice at finding and solving tactical problems in the *Spot the Power Move Videos*.

Solving tactical problems as often as you can, with Power Moves as your guide, is the fastest way to improve at tactics and chess. In the *Spot the Power Move Videos*, you will be asked to find Power Moves and see how they are used by Grandmasters to launch winning tactical combinations.

In the *Power Move Mates* chapter, you will see and solve classic tactical combinations which have inspired chess players to this very day.

For even more tactical practice, Google “chess tactics” and find the many web sites which provide practice at solving tactical problems.

Finding Tactics with Power Moves!

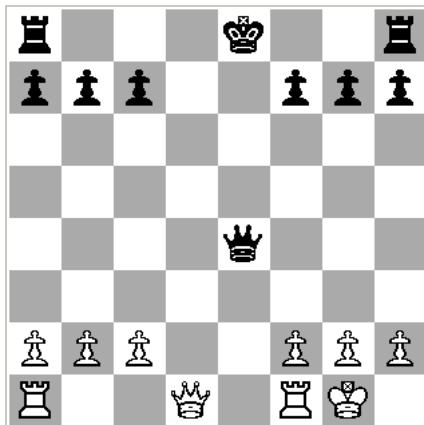
The Pin 1

“The pin is mightier than the sword!”

A piece is pinned if moving it exposes a more valuable piece to attack.

Pinned pieces become vulnerable to capture as they are particularly vulnerable to the gang-attack. Piling up on pinned pieces is a common strategy and the way many pieces are won.

Level of difficulty: very easy



White to move

Spot Power Move 4

Solution next page. Don't peek!

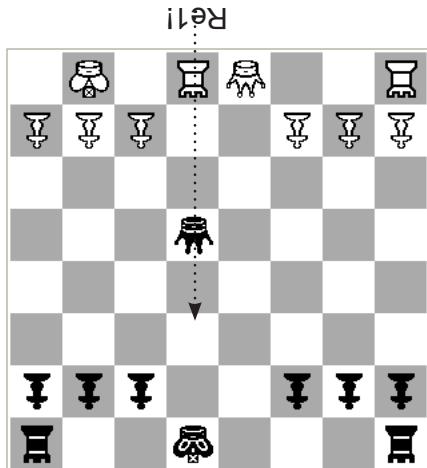
Finding Tactics with Power Moves!

For e-book versions :
(hit Shift + Control + the plus key twice to rotate the board)

The rules state that you cannot place your own King into check, so the white rook moves to e8, preventing the queen from moving away from the rook attack, thus winning the black queen. A piece pinned against the king is called an *absolute pin*, in that the piece cannot legally move. Pieces which can legally move are called *relative pins*.

Looking for Power Moves 1 and 2 would discover this pin!

The rook x-rays the king
.....
through the queen.



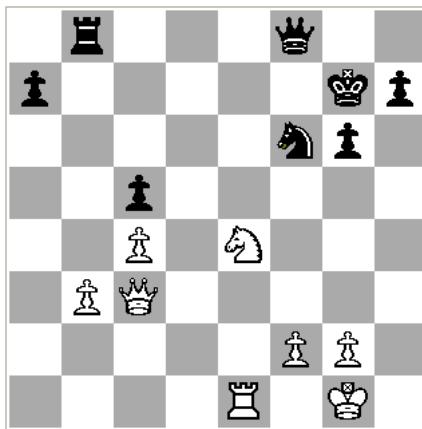
Level of difficulty: very easy

The Pin 1 (solution)

Finding Tactics with Power Moves!

Pin 2

Moderately difficult



White to move

Spot the Power Move or preparation!

The black knight at f6 is pinned to the king. It is being attacked twice, by the white knight and the white queen and defended twice by the black king and queen. If the white queen simply captures the knight, the black queen can recapture followed by the knight and king capture and white gains nothing from the pin.

But, by first looking at checks in one and two moves, with the help of the x-ray concept, it may be possible to win a piece.

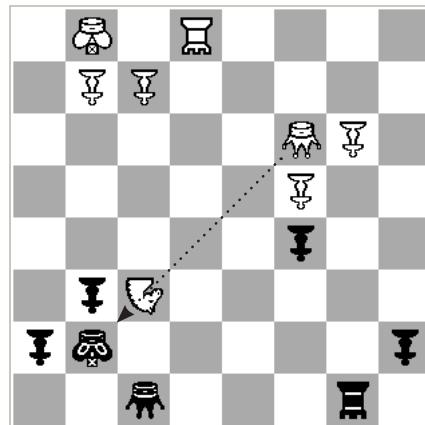
“Take advantage of existing Power Moves!” BK

Finding Tactics with Power Moves!

Upside-Down Solution. Don't Peek!

White captures first with the knight and is now up a piece. Only the queen can recapture, as the knight is guarded by the white queen.

NxN!

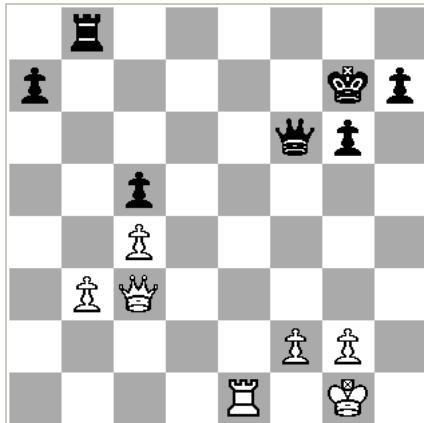


Pin 2 cont.

Finding Tactics with Power Moves!

Pin 2 cont.

The black queen recaptures because the king cannot. Spot the Power Move which wins the black queen. Combining Power Moves and tactical motifs is at the heart of advanced tactical maneuvers. Here the tactic known as removing the guard is used to win the queen.



1...QxN

White to move
Spot the Power Move!

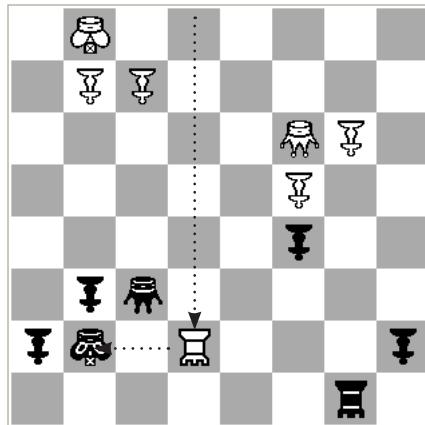
The black queen is attacked by the white queen and defended once by the black king. If we can remove the black king, (see removing the guard tactic) the black queen can be won. A simple Power Move evaluation will reveal the best move.

Finding Tactics with Power Moves!

Upside-Down Solution. Don't Peek!

The white rook checks the black king. The queen cannot capture the rook because she is pinned by the white queen. The king must move. The problem is that he cannot move from the check and continue to protect the queen. Wherever he moves, the queen will be captured on white's next move.

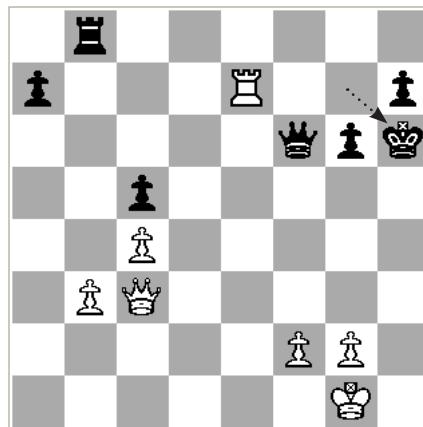
2.Rc7+



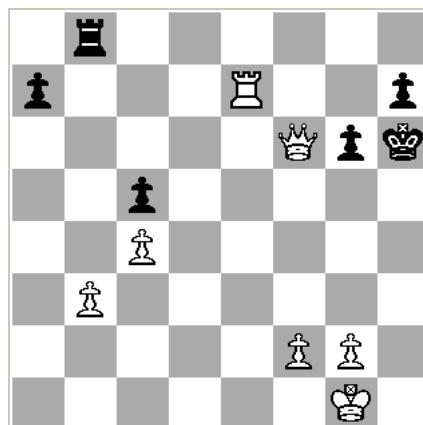
Pin 2 cont.

Finding Tactics with Power Moves!

Pin 2 cont.



2...Kh6. The King runs to h6, and...

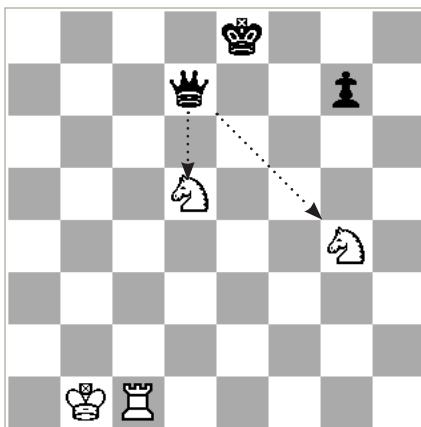


3. QxQ. The white queen captures the black queen.

Finding Tactics with Power Moves!

The Fork 1

The Fork tactic is a double attack that simultaneously attacks two pieces or pawns which are susceptible to two Power move weaknesses—Power Move #3-*Undefended Pieces or Pawns*, and/or Power Move #5-*Little Guys Attacking Big Guys*. Forks can be delivered by any piece, including pawns, but the knight fork is the most insidious as the knight attacks several squares with each jump and cannot be blocked.



Easy

White to move

Here we see that the black queen is attacking both undefended knights. Will white lose a knight? Unfortunately for black, it is white's turn to move.

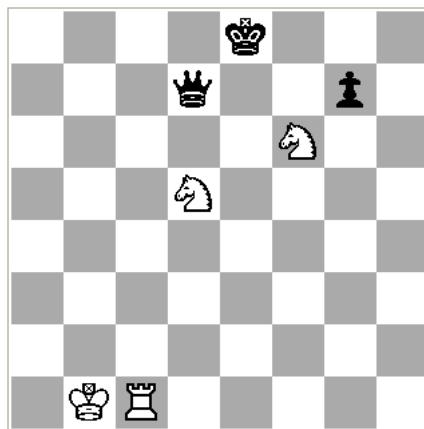
Whose move it is, is critical in chess. It can mean the difference between winning and losing.

Spot the Power Moves and you will find the forks.

Finding Tactics with Power Moves!

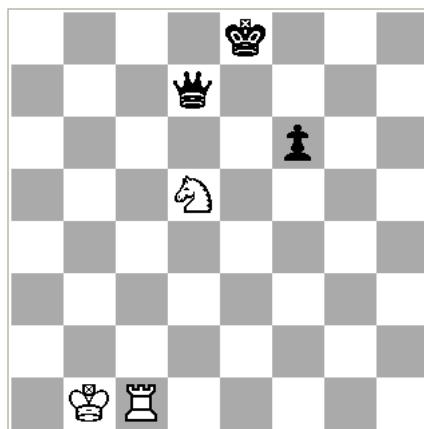
Solution from previous page.

The Fork 1 cont.



1.NF6+

The knight on g4 checks the king and simultaneously forks the queen.



1...gxN

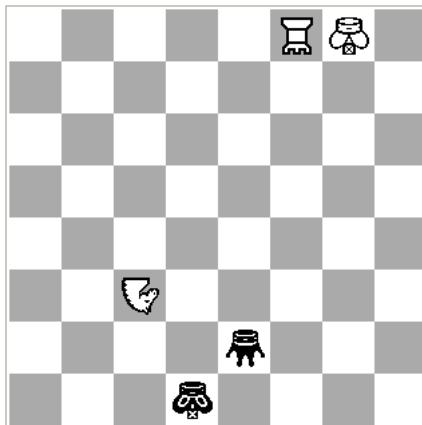
White to move
Spot the Power Move

Finding Tactics with Power Moves!

Upside-Down Solution. Don't Peek!

The second knight captures
the pawn, checking and forcing
the queen again. The black
queen will be lost!

2.Nxf+!!



The Fork 1 cont.

Finding Tactics with Power Moves!

Fork 2

Black to move



Medium difficulty

Win the white queen with a fork.

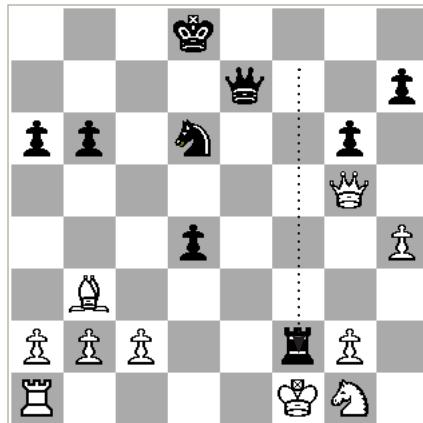
Looking at available Power Moves, including sacrificial Power Moves which lead to the next Power Move, reveals tactical opportunities.

Sometimes you can reposition your opponents pieces with forcing Power Moves in order to deliver another Power Move.

**Black to move
Spot the Power Move!**

Finding Tactics with Power Moves!

Fork 2 cont.



1...Rxf2+



2.KxR

The King must capture the rook as he cannot run to the adjacent file which is guarded by the black queen.

Black to move

Spot the Power Move which wins the white Queen!

Finding Tactics with Power Moves!

Solution from previous page.

Fork 2 cont.



2...Ne4+!

The Knight checks the King and forks the Queen. The king must move and on black's turn the knight will capture the white queen.

Finding Tactics with Power Moves!

Removing the Defender 1

When pieces get stuck defending, they are vulnerable to the tactic known as *Removing the Defender* or *Removing the Guard*. Removing the Defender is a way to create an under-defended piece, Power Move 3, which is why all possible captures or sacrifices must be part of your pre-move evaluation.

Black to move

Easy

Black to move
Spot the Power Move!

You must visualize and see the mating patterns or tactical combinations that are already on the board. There may be obstacles such as defenders or blocked pieces. So you must ask, *can I remove these obstacles?*

You must familiarize yourself with the mating patterns, so see the basic mates in the beginner section, as well as the Power Move mates.

In this example, we can visualize a mate on h2 with the queen and knight. The only problem is that the white knight is defending the h2 pawn. If we can remove this knight we can mate the king. Can you see how to remove the knight? Remove the knight with a forcing move, remove it with a Power Move.

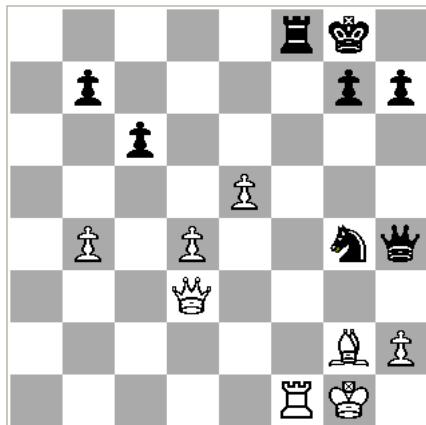
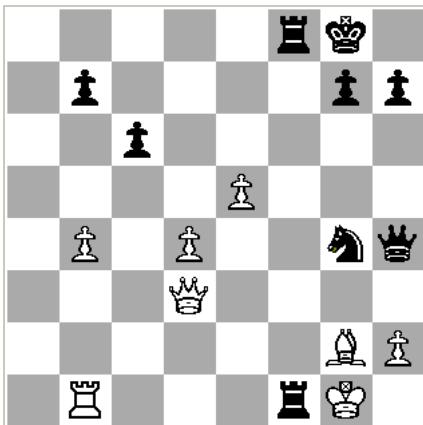
Finding Tactics with Power Moves!

Solution from previous page.

Removing the Defender 1 cont.

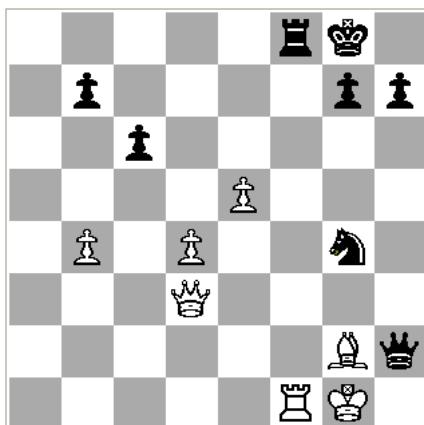
1...RxN

2.RxR



Black removes the defense of h2 by capturing the knight. The King cannot recapture as the other black rook defends it. White can recapture with queen, bishop, or rook. But this won't help.

The queen is now free to capture h2 and mate the white king on the next move. The King has no escape squares.



2...Qxh2#! Mate

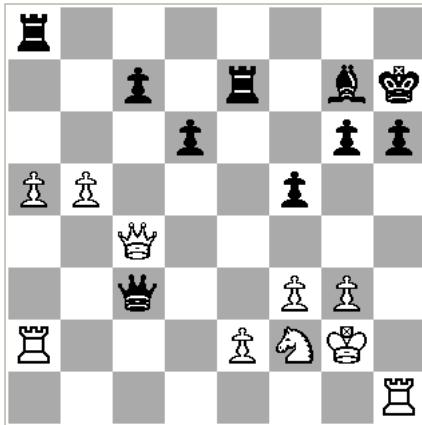
Finding Tactics with Power Moves!

Removing the defender 2

Difficult:

Involves a sacrifice.

White to move



White to move

Spot the Power Move!

Pieces defending other pieces are signals to start looking for forceful ways to remove one of the defenders and perhaps win one of the pieces.

Before you move, you must evaluate the board for Power Moves. Part of this evaluation will consist of pieces already being attacked and defended. We need to reduce the defended piece to an undefended piece. Power Move 3.

In this complex example, which actually combines several tactical motifs, we see the black queen defended by the black bishop. If we can remove the bishop we can win the queen.

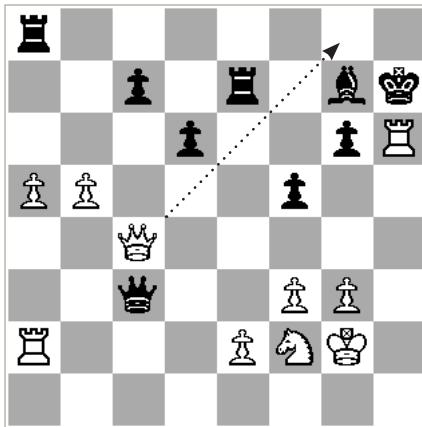
To do this, we must find a move that forces our opponent to choose between the lesser of evils.

Finding Tactics with Power Moves!

Solution from previous page.

Removing the defender 2 cont.

The white queen prevents the escape of the black king to g8.



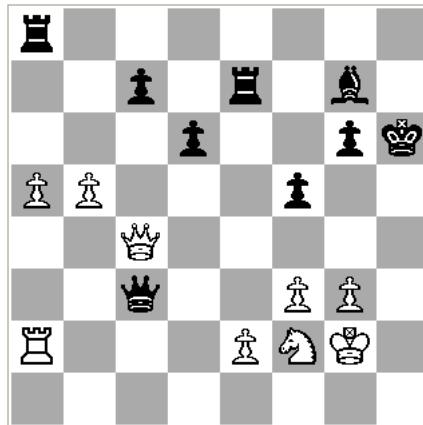
1. Rxh6+!

The white rook sacrifices itself with Check, the most forcing move in chess. The black king has no escape squares as the white queen covers the retreat to g8.

So black must capture the rook with the bishop or the king. If the bishop captures, then the black queen will be undefended and can then be captured by the white queen. So, the black king must recapture, right? See next page for position after king takes rook.

Finding Tactics with Power Moves!

Removing the defender 2 cont.

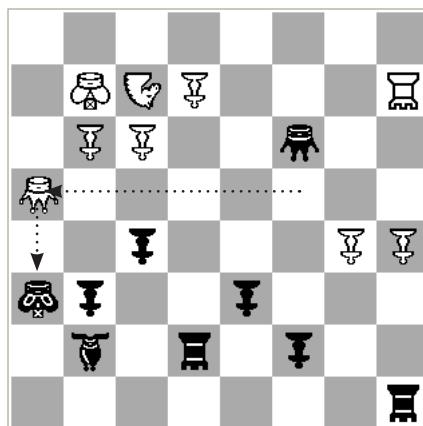


1...KxR

White to Move
Spot the Power Move!

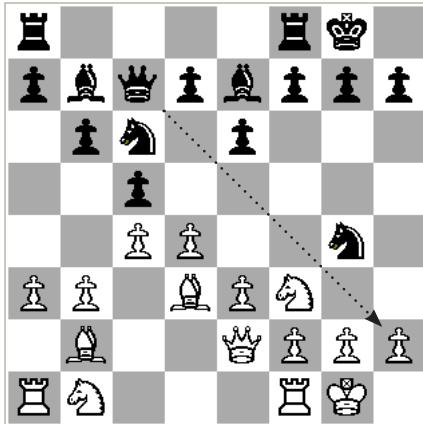
Upside-down solution. Don't Peek!

The King has no escape squares and no pieces to block the check.
Queen to h4 Mate!



Finding Tactics with Power Moves!

Removing the defender 3



Difficult
Black to move

Spot the Power Move!

Creative chess entails combining all the known tactical and strategic motifs, seeing the patterns that are there, and removing any obstacles that may exist with forcing Power Moves. A Power Move assessment reveals the path to chess combinational brilliancies.

In this example, black sees the classic queen-knight mate on h2. And, of course, this mate motif was found by looking at all the checks, Power Move 1. Only the white knight stands in the way of this dream becoming a reality. By looking at all available Power Moves including sacrificial Power Moves that lead to the next Power Move, black can realize his dream. Hint: Notice that the black bishop is x-raying the knight at f3.

Can you spot the Power Move combination that leads to this mate? (solution on next page)

Finding Tactics with Power Moves!

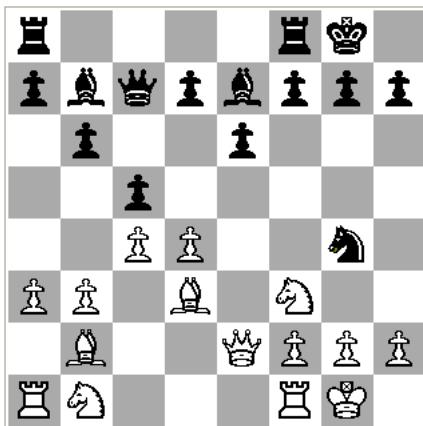
Solution from previous page.

Removing the defender 3 cont.



1...Nxd4!

The black knight on c6 strikes by capturing the pawn on d4 which launches Power Move number 2, attacking the queen. If white does not capture the knight or move the queen, the queen will be lost.



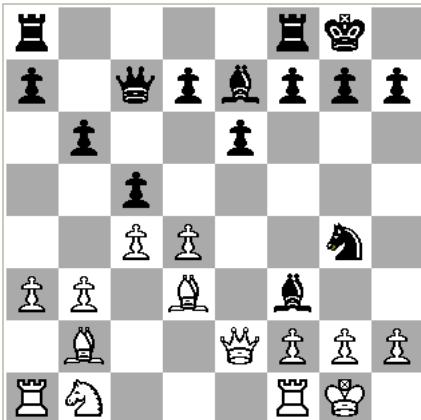
2. exN

White captures the knight with the pawn. Spot the next Power Move black should play.

Black to move
Spot the Power Move!

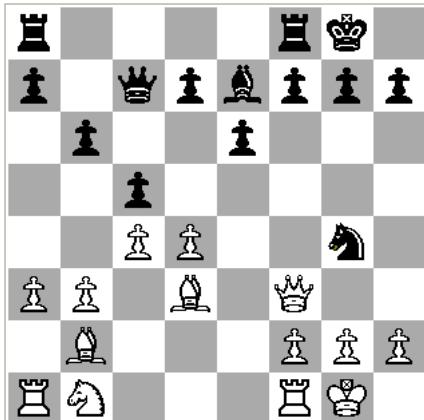
Finding Tactics with Power Moves!

Removing the defender 3 cont.



2...BxN!

The goal is to remove the knight, so the white bishop captures the knight, which again leads to Power Move 2 and again, white must capture the bishop or move the queen or lose it.



3.QxB

White captures the bishop but it is too late to stop the mate.



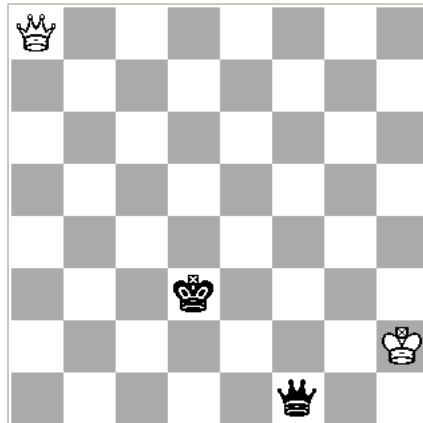
The queen captures the h2 pawn and mates!

**Reminder: Before you move, your evaluation must include the ramifications of any potential trade or capture, including sacrificial captures, which are easily overlooked. As you just saw, nasty tactics can emerge from simple trades or captures which are also Power Moves. Again, this is why being in an attack-posture is almost always advantageous.*

Finding Tactics with Power Moves!

The Skewer

The Skewer is similar to the pin except that instead of a lower rated piece being pinned in front of a higher rated piece, it is a higher rated piece which is pinned in front of a lower rated piece or simply two undefended pieces on the same file or row.



Easy

White to Move and win!

Looking for Power Moves reveals checks and the undefended queen, which signals the possibility for winning material.

White to move
Spot the Power Move!

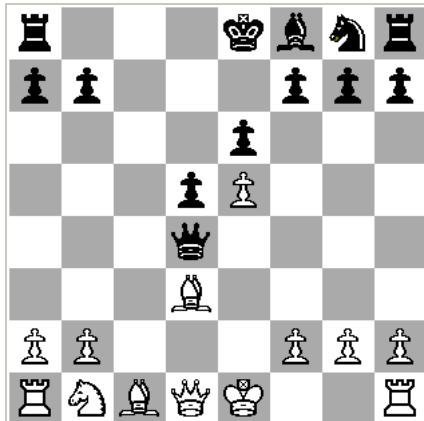
(You are on your own. No solution given.)

Finding Tactics with Power Moves!

The Discovered Attack

The Discovered Attack takes place when the movement of one piece uncovers an attack by another piece. It succeeds in the presence of a Power Move.

White to move



Easy

White to move
Spot the Power Move!

A Power Move evaluation shows an undefended black queen on d4. Can we win this undefended piece?

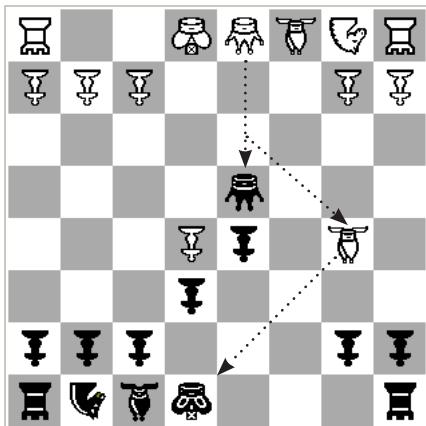
Finding a Power Move might help.

Finding Tactics with Power Moves!

Upside-Down Solution. Don't Peek!

The white bishop checks the black King, revealing the undefended black queen. She is paralyzed by the check and will be captured by the white queen on white's next move.

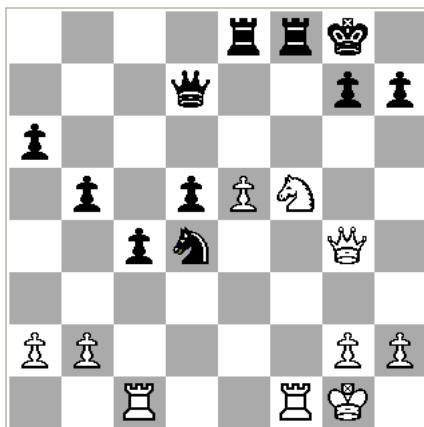
Bb5+!



The DISCOVERED ATTACK cont.

Finding Tactics with Power Moves!

Discovery 2



White to Move

Find a winning Power Move after you evaluate the board for Power Move weaknesses in the black camp.

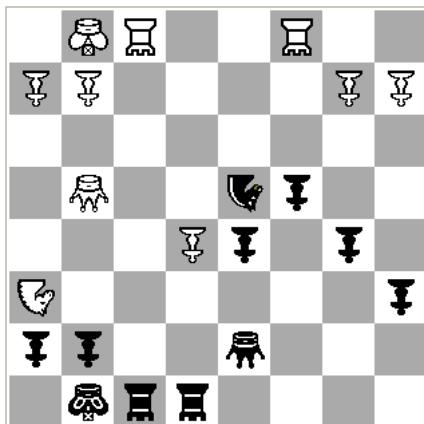
Spot the Power Move!

check.

A Power Move evaluation reveals the undefended black queen and two possible checks with the knight. Knight to h6 checks the king, "discovering" the attack on the undefended queen. She will be lost after black responds to the

Up-side-down solution. Don't peek!

Nh6+!



Finding Tactics with Power Moves!

Discovery 3



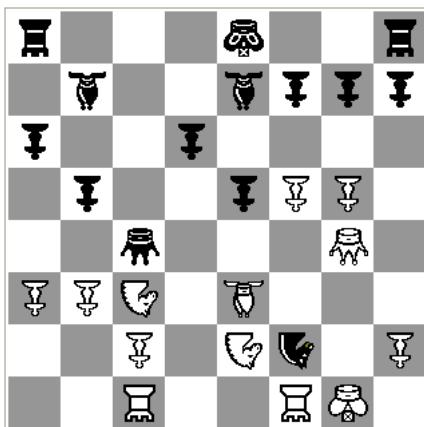
Black to move

The black queen and knight are both under attack.
Can you save them both?

Spot the Power Move!

Upside-down solution. Don't peek!

An offensive Power Move evaluation reveals the undefended Queen on g4 and Bishop on e3. Black had to find a Chicago Way or Tat move to avoid losing a piece. Now if 2. pawn x Q, 2...NxD with a tempo against the black bishop. If 2.QxQ, then 2...Nh3# mate! *Recent blitz game by author, playing black.



1...Nf2!

Finding Tactics with Power Moves!

The Double Check!

Of all the tactics, the double check is perhaps the most devastating as it is impossible to prevent both checks.

Black to move.



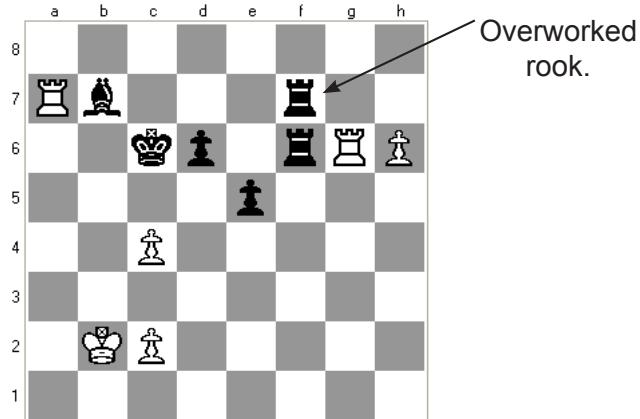
1...Nf3++

Here the black Knight and Queen are both simultaneously checking the white King. The king can only run to h1. He will be mated on the next move. Can you find it? (You are on your own)

Finding Tactics with Power Moves!

The Overworked Piece

A piece can sometimes be stuck defending more than one piece or square, rendering it “overworked” and a poor defender. In the diagram below, the black rook at f7 is overworked. Take advantage of it.



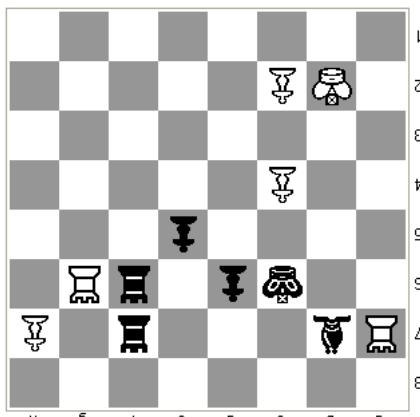
White to move

Spot the Power Move!

Upside-down solution!

Power Move 6 wins a piece. The rook at f7 must prevent the pawn from queening, which allows the white rook to capture the rook at f6

1. h2!



Finding Tactics with Power Moves!

Blocking

Very often in chess you must make one preparatory move before delivering the knock-out punch. Sometimes, this may entail blocking the path of a piece, especially as a means of escape. In diagram 1 below, notice that black has a potential queen/knight mate. However, the king can escape to f3. By “clogging” this escape square with force, as in diagrams 2 and 3, the mate can be delivered.

Black to move

Diagram 1

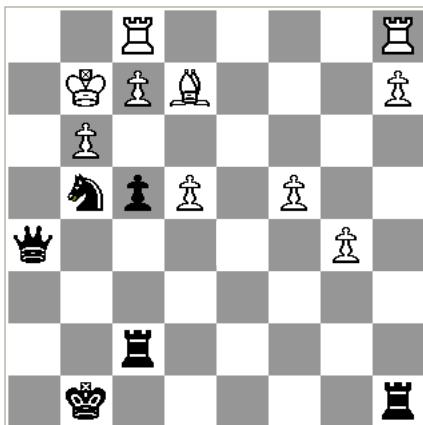


Diagram 2

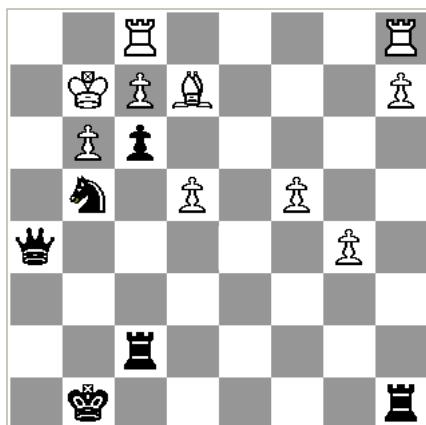
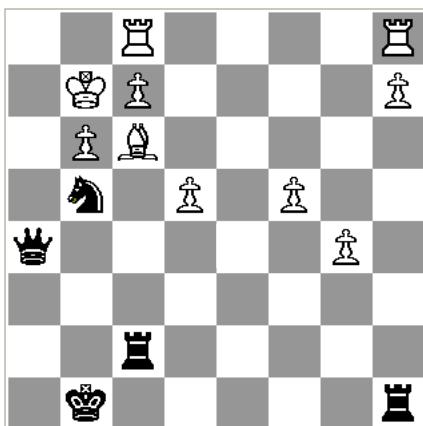
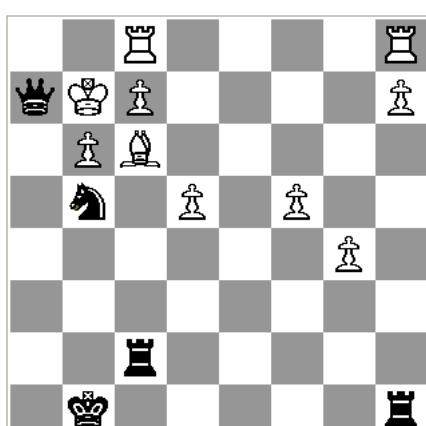


Diagram 3



2. Bxf3

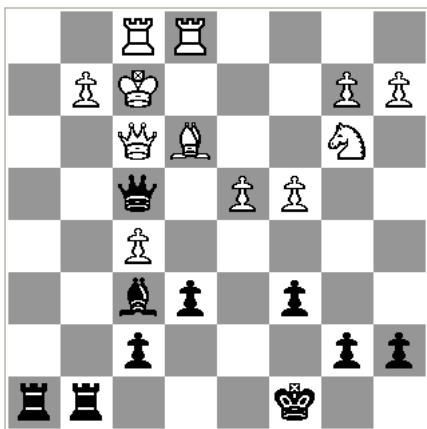


2...Qh2# mate!

Finding Tactics with Power Moves!

Attraction

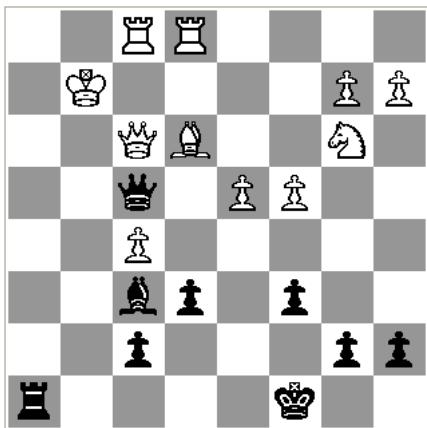
A high-level tactic entails forcibly attracting pieces to squares in order to deliver the fatal blow. By looking at all available Power Moves, including sacrificial checks and existing pins, black can maneuver the king into a mating attack.



Black to move

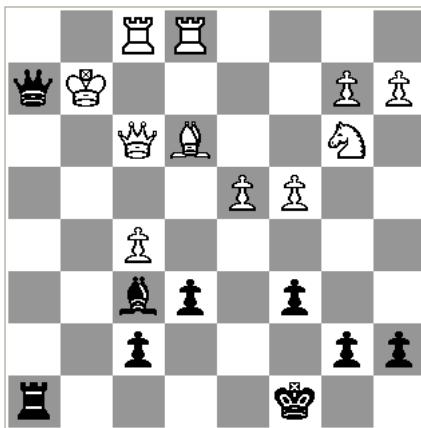


1...Rxg2+



2. KxR

The king must capture as the queen is pinned.

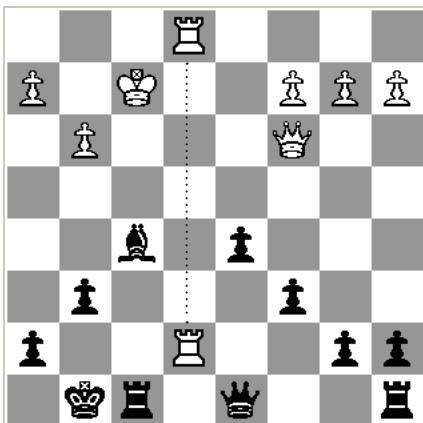


2...Qh2 # mate!

Interference

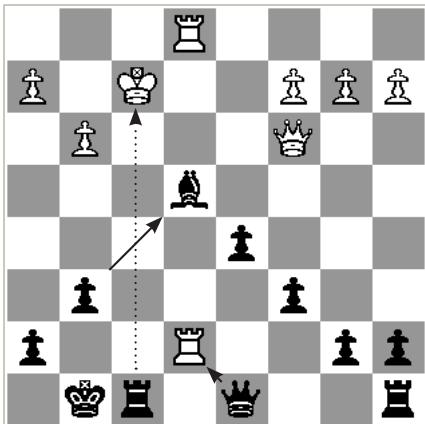
Cutting off lines of communication is a common strategy of warfare. In diagram 1 below, the white rooks are defending each other. (Not to mention, white is threatening mate with Qg2) If black can interfere, screen or block this defense, the rook, deep in enemy lines can be captured. See diagram 2.

Diagram 1



Black to move

Diagram 2

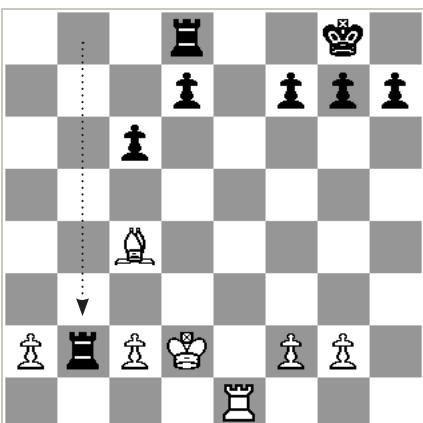


1...Be4 reveals a discovered check and blocks the defense of the rook. Queen can capture rook.

Trapping

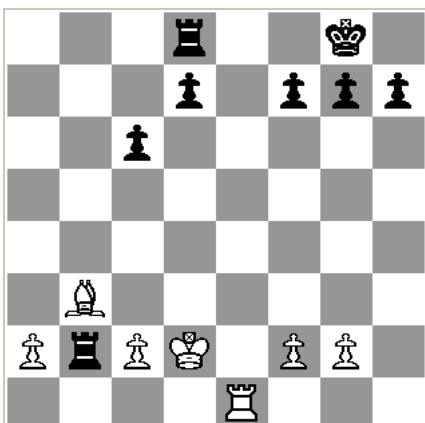
All pieces must be careful when venturing into enemy territory to not unknowingly trap themselves. In diagram 1, the black rook has just captured a "free" pawn. The white bishop slides to b3, trapping the rook. The rook will have to trade itself for the bishop or it will soon be captured by the white king.

1



1...Rxb2

2

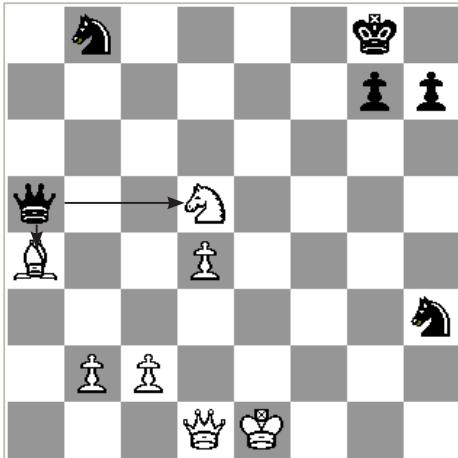


2.Bb3 traps the black rook

Tactical Power Move Defense 1

You will often find yourself a victim of a tactic. At these times, you should look for a Power Move Defense and preferably a counter attack punishment of your opponent's move.

White to move

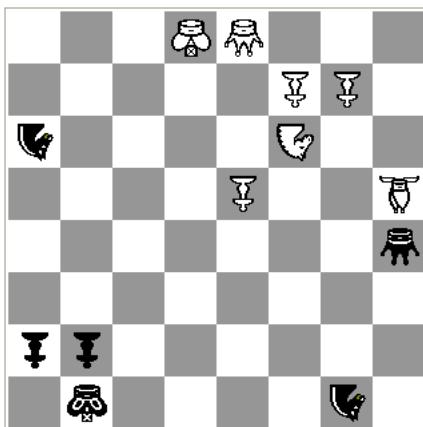
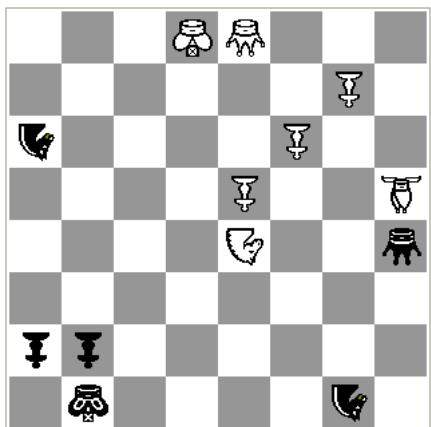


The black queen is forking both knight and bishop. Find a defense which lures black into capturing a piece and punishes him should he attempt to win the piece. The white king is in check. Save both pieces indirectly. Difficult.

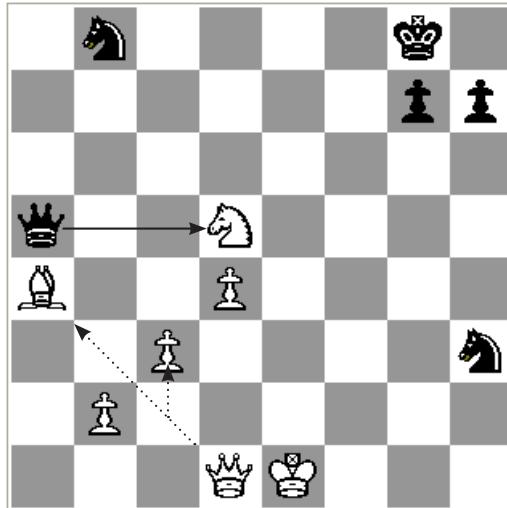
Upside-down solution. Don't peek!

See next page.
This move defends the knight and offers the knight as a "gift".
Option 2: c3!

Passive defense. The knight move defends both knight and bishop.
Option 1: Nc3

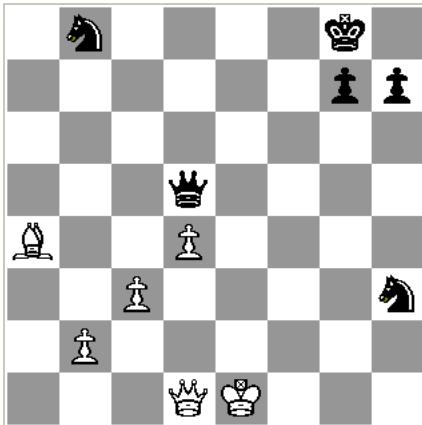


Tactical Power Move Defense 1 cont.

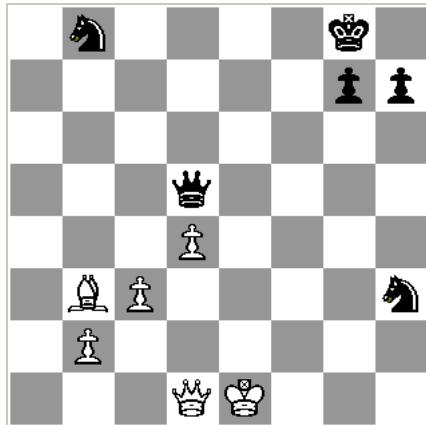


1. c3

Pawn to c3 reveals a discovered defense for the bishop, but the knight is still undefended. Should black capture it? White has an unpleasant surprise in store for black if he captures the knight.



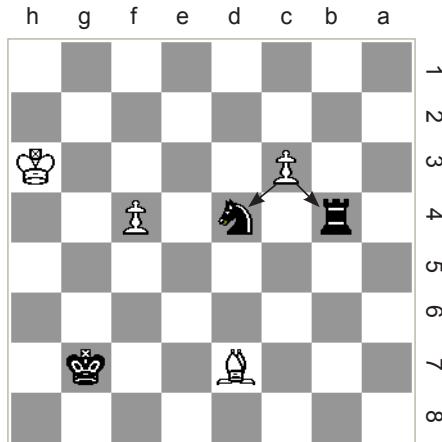
1...QxN??



2. Bb3!

The bishop attacks the queen which is pinned to the king, Power Move 3. Black will lose his queen.

Tactical Power Move Defense 2



The white pawn is forking both knight and rook. A power move can save you.

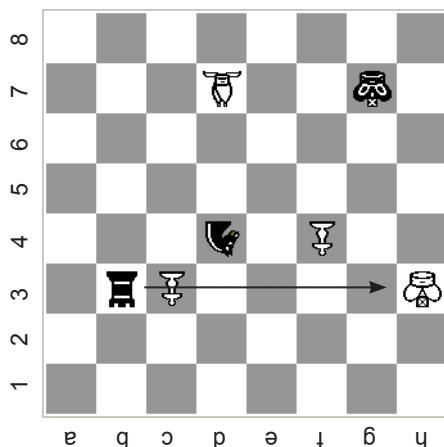
Black to move

Spot the Power Move defense!

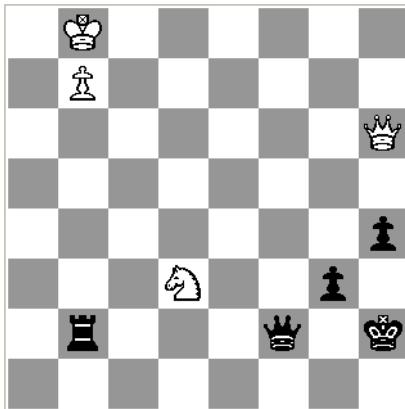
Upside-down solution. Don't peek!

A Power Move evaluation reveals rook to b3, which saves both rook and knight and pins and wins the pawn on the next move.

1...Rb3



Tactical Power Move Defense 3

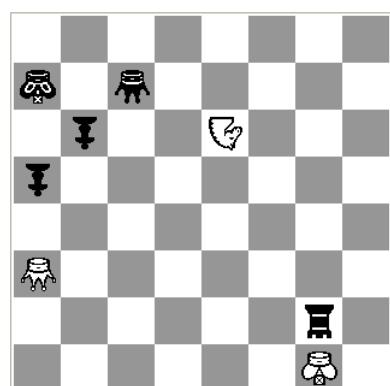
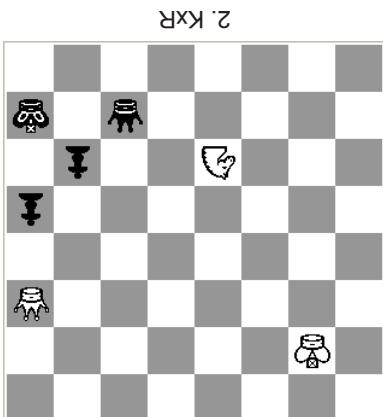
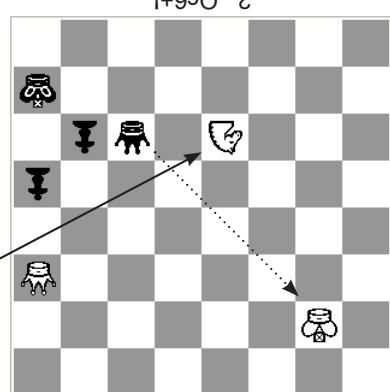


The white knight is forking both black rook and queen. Can black get out of this jam and end up ahead? Conduct an offensive Power Move evaluation.

Black to Move
Spot the Power Move!

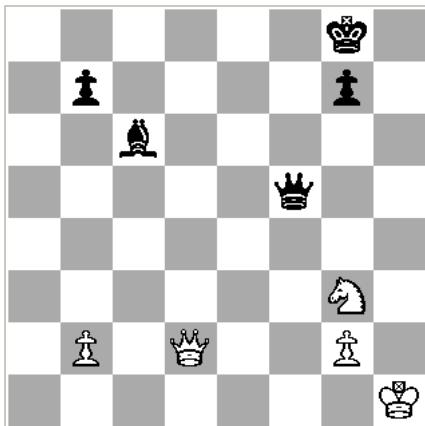
Upside down solution Don't peek!

Because the king is undefended
the white queen can check the king
and win the knight for Power Moves, both
in offense and defense!
Always look for Power Moves, both



“Anomalous Moves”

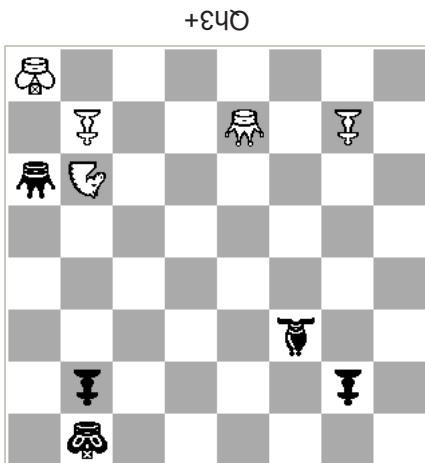
Another type of move you must look for is what I call “Anomalous Moves.” These are unobvious moves which are possible as a result of the presence of a Power Move. Find the Power Move which is possible as the result of a Power Move which is already present.



Black to move
Spot the Power Move!

Upside down solution Don't peek!

Notice that as a result of the pin on the king by the black bishop, the black queen can swoop down with a check and pick off the undefended white knight. One - two! Always look for ways to turn the table on your opponent.



4

Power Move Principles

The Preparation

Most good chess moves involve a hidden intent and the preparation for a Power Move is the first and most important hidden intent and lesson of this course. The preparation for a Power Move is the first unobvious move often missed by less advanced players and sometimes by even Grandmasters and why they often lose!!

When deciding on which move to make, it is best to avoid giving your opponent a Power Move, if possible. That is, don't move your queen to a square where it can be attacked, Power Move #2, don't create undefended pieces, Power Move #3, etc. Find another move. This is the quickest way to strengthen your game! Of course, there are exceptions and there are times when you can use Power Moves to lure your opponent.

One-Two Thinking Move Ply

With the Power Moves as your guide, it becomes possible for all players to look two moves ahead. The two most powerful moves. These are the moves you must foresee. A full move in chess includes white's move and black's reply. A ply is one of these moves or half a full move. You must train your mind for what I call "*one-two thinking*". My move, your move, my move, your move. My move, your move is two ply. Four ply is the minimum depth you should look, which is sufficient to play chess at a very high level, when other strategic and tactical elements of your game are sound. With experience, your ability to look deeper into a position will improve. However deep you look, you should strive to end your calculation with your opponent's move, so his/her response does not take you by surprise.

Evaluation

Royal Rule #1 You must look for The Six Power Moves and their preparation and evaluate all possible captures and sacrifices both from your side and from your opponent's side of the board before each and every move.

You are not ready to move until you have at least asked yourself the twenty four Power Move questions, as well as question #26, pg. 23. To take your chess to even higher levels you must also ask questions #27, below, and #28, next page. Many a well-laid plan has been destroyed by an overlooked Power Move that you inadvertently gave your opponent or one that he was able to launch against you. Therefore, a Power Move assessment needs to be made on each and every move from the start to the finish of every chess game you play.

The key to making good chess moves is *knowing how to assess a chess position* before you move. This evaluation must first and foremost consist of a Power Move evaluation both from the offensive and defensive side of the position, as well as all captures and sacrifices.

At a deeper level, of course, an assessment of the strategic variables and strategic imbalances is necessary to formulate the correct strategic plan. This evaluation will dictate the broader strategic decisions you make. In some positions, for example, with one pawn move, you can decide to close the center of the chess board which will affect the course of the rest of the game. For more on strategic planning in the middle game, I recommend former world champion Max Euwe's book called *The Middle Game*. But whatever strategic plan you devise, it must be carried out with Power Move considerations.

Question #27 Consequences of last and next move

Each time a piece moves it alters the mobility, defense and attack of squares or pieces. You must evaluate these changes for new threats, moves or opportunities they may present. Likewise, you must consider how your next move will alter these factors. Only then can you make a thoughtful move.

Question #28

Can my opponent stop or thwart my move?

Once you have conducted a Power Move evaluation, considered all captures, looked at possible tactics, weighed the strengths and weaknesses in strategic goals on both sides of the board, looked at possible anomalous moves, decided on your offense/defense posture, figured out where the main action is, and have finally decided on a move, you are ready to ask the 28th most important question. How can my opponent stop or thwart my chosen move? For instance, if you decided to launch Power Move #2, attacking the queen, you must look at your opponent's possible *Chicago Way* responses (next page), or if he can block or capture your attacker and where he might move his queen. In short, you must look at your opponent's counter response, whether it be offensive or defensive, before you move. After this last final check, you may very well decide on a better move.

Defense First

It's no one's fault but your own. You allowed it to happen. You moved your queen to a square where it could be attacked. You gave your opponent Power Move number two. It could be any other power move: you move your knight to where it can be harassed by a little guy—Power Move 5. Or a piece is left undefended at the end of a series of trades—a potential power move and the initiative to your opponent. All of a sudden your plans have been disrupted and you caused it to happen. So, the question to ask yourself is, *will I be giving a Power Move to my opponent?* In fact, this just happened to current world champion Magnus Carlsen, he moved his queen to where it could be attacked. For the rest of the game he was on the defensive and was lucky to salvage a draw.

Power Move Lures

Does this mean you should never move a piece into a Power Move? Absolutely not! It means only that you should be aware that you are doing so and that you should have a counter move in mind if your opponent decides to use the Power Move you have given him/her. You can't have it all. So every time you move, you gain something and you lose something.

So give a little, get a lot. In this way you can offer Power Moves as a way to lure your opponent into a trap of your own design. **Warning: Until you reach the skill level necessary to use Power Moves as lures, it is best to avoid giving your opponent a Power Move.**

The Royal Hierarchy

Like royalty, chess pieces are ranked hierarchically according to their value. The king is priceless, in that he cannot be captured but only checkmated and is therefore not typically given a point value. Sometimes the king is given a point value based on his fighting ability, but we are not concerned with that here.

So the king is the most important piece, then the queen, then the rooks, next the bishops and knights, of roughly equal value, and, finally, the pawns.

Understanding this hierarchy is critical, not only to effectively use the Six Power Moves but also to understand other important aspects of the game such as the initiative and trades discussed elsewhere.

The Chicago Way

As Irish police sergeant Jim Malone, played by Sean Connery in the film “The Untouchables” said, “You want to get Capone?” “Here’s what you do, if one of theirs draws a knife, one of yours pulls a gun, if they send one of yours to the hospital, you send one of theirs to the morgue. It’s The Chicago way.”

“The Chicago Way” applies to chess as well. If one of theirs attacks a pawn, you can attack a piece, if they attack a piece, you can attack the queen, if they attack the queen, you can attack the king. It’s the Chicago way.

The Chicago Way and the Main Action

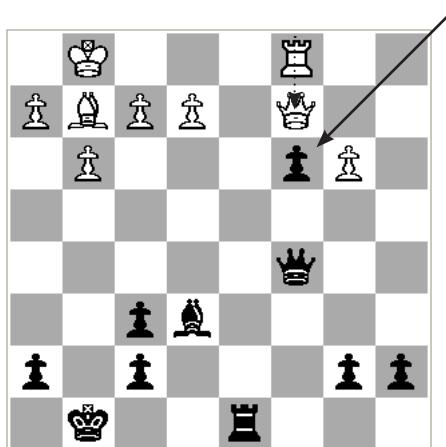
The Chicago Way teaches us to look for the main action or most important battle on the board. What good is winning a pawn if you lose a piece? What good is winning a piece if you lose your queen? What good is winning the queen if you get checkmated?

The “In-between Move”

In chess, we are always looking for new moves, new opportunities, new options, new and innovative ways to solve old problems. The Royal Hierarchy makes possible *The Chicago Way*, opening up a vast array of new possibilities. If one of your pieces is captured or attacked, you should first look for an “in-between”, Chicago Way move which may gain you more!

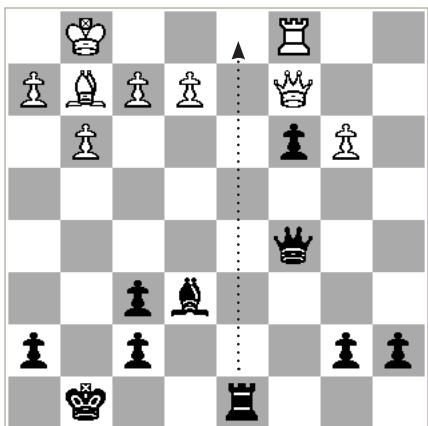
Beware of Gifts Bearing Greeks!

Allowing your opponent to carry out his plan is a common trick used by advanced players to lure their opponent into making a mistake. It increases the likelihood of error, because your opponent doesn't really know if you are setting him up or if you simply don't see his threat. In the following example, watch how Greek grandmaster, Stelios Halkias, (playing the black pieces) uses *The Chicago Way* to offer his opponent a “Greek Gift”.

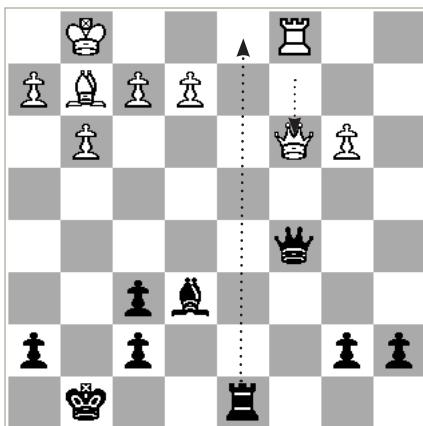


Notice that white has two attackers on black's c3 pawn and white has only one defender, the queen. It is black to move and he can defend it a second time by sliding the rook over to c8. Should black defend the pawn? Is it really a threat, or should black lure white into capturing the pawn?

1



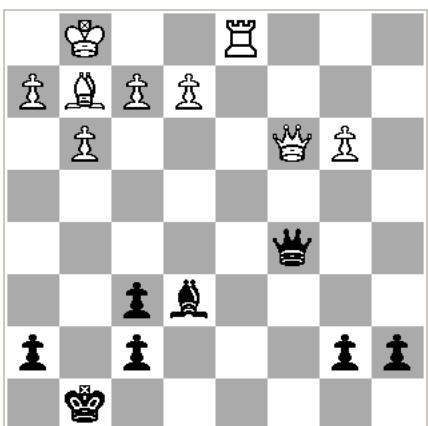
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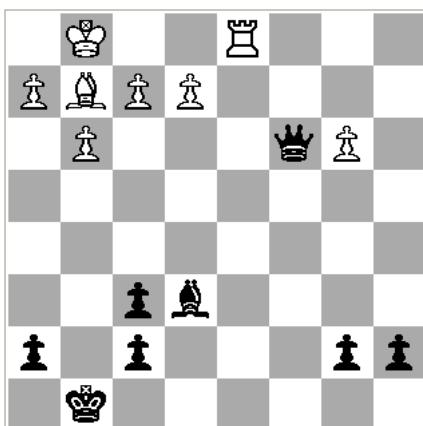
By assessing the position for available Power Moves, we see that black can check the king with rook to d1. Can we use this check to create a tactical trap, to create our own gang attack, perhaps winning the white queen or rook? This problem requires an “if this, then that” type of thinking.

If white captures the pawn as in the above diagram, black can launch the check. If the white rook captures the black rook, then the black queen could capture the white queen which would be left undefended. See diagrams below.

3

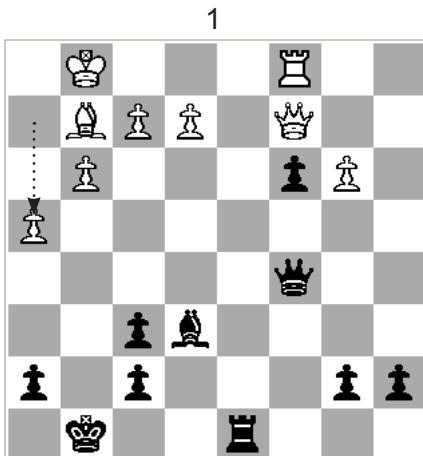


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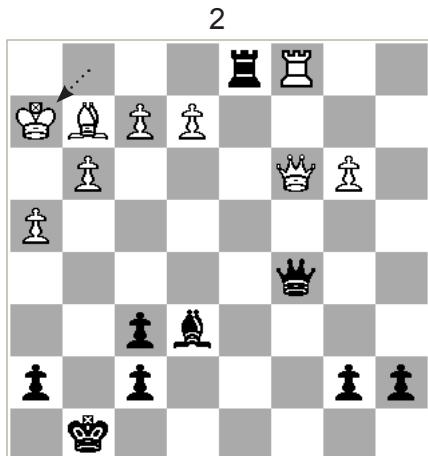


After 1.Qxc 1...Rd1+ 2.RxR,

2...QxQ. queen captures queen.
There is more, see next page.



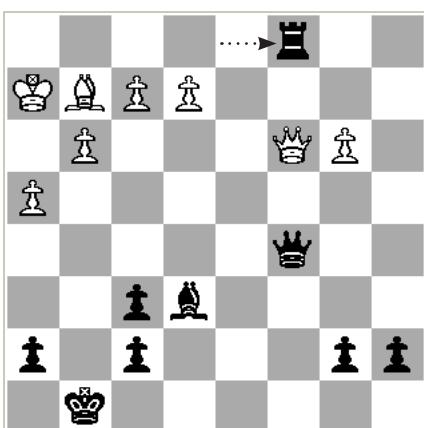
1.h4



After 1.Qxc 1...Rd1+ 2.Kh2

White saw this threat and instead made an escape square for his king, one of the strategical goals, by moving his h pawn forward. (Black made another move not shown here, to continue luring white into capturing the pawn.)

3



2...RxR

Here we see the white Queen has captured the pawn as in a previous diagram, the black rook has checked the king and the white king has run to h2. In this example the white rook has not captured the black rook. The only problem is that it is black's turn to move. Do you see the problem?

Now, black can win the rook!

When under attack always look for opportunities to give your opponent a gift with a "Greek hiding inside."

Play the Position

Bruce Lee was once asked what he would do in a given self-defense situation. His reply was that he could not know in advance what he would do but that his response would be based on what his opponent did. This mind set is critical in chess. You must be alert and in the moment at all times and do what the position dictates. From the first move to the last move, you have to ask yourself what the best move is, right now, in response to my opponent's last move.

Preventive Chess Medicine Preparing to Defend

Sometimes you can allow your opponent to carry out his plan and have a trap in store after he makes his move. But you should not always allow your opponents to carry out their plans. You may *not* have a superior counter-attack available. We need to determine if our opponent's plan is superior to our own. In those situations in which it is, you must prevent it. You must defend, or prepare to defend. So in chess, most of our moves are either an attack or counter-attack or preparation for one or a defense or preparation for one. The ol'one-two works for defense as well. (Also, see Offense/Defense Postures, page 35)

Active vs. Passive Defense

When a piece is under attack you have one of several options that may be available to you. The piece can run, the attacker blocked (unless it's a knight, which can't be blocked) or the attacker captured. You can launch a superior or equal counter-attack (tit for tat), or you can defend. And when you must defend, you can choose between an active or passive defense.

A passive defense is one in which the defending piece is doing nothing but defending the attacked piece. An active defense is one in which the defender is either simultaneously attacking or has that potential. Sometimes only a passive defense is possible with no harm done. At other times, a passive defense can lead to further assaults by the opponent which can lead to disaster. That's why an active defense is usually preferable.

Royal Rule #2

The Power Moves exist to help you achieve one of the strategic goals of chess, (outlined in Chapter 2), for a tactical maneuver or for defense.

If you simply use a Power Move because it is there, you may very well have wasted its potential and perhaps even improved your opponent's position. If using the Power Move does not accomplish one of the strategic goals, a positional advantage or to win material, then you should wait and save the move for a time when it will.

Power Moves must be incorporated into your overall plans. However, your plans may be shaped by virtue of having Power Moves available and in fact, they may form the basis of your plan, as we will see in the Power Move Videos. (To receive your password, send an e-mail to paxbk@hotmail.com, Type chesspass in the subject line. Your email will not be shared. However, finish this book before viewing the videos). Here we see the interplay between strategic planning and tactics and how the Power Moves are at the heart of this interplay.

Of course a power move can also be used defensively. You may be the one on the brink of destruction when you discover a Power Move (a check perhaps) that you can make on your opponent. All of a sudden you are able to save your position or pieces.

The Zen of Chess: Chess mirrors the Zen story expressed by a Master that goes something like this. *"When I was a beginner in my studies, a move was just a move, a check was just a check, but as I became more advanced, a move was not just a move, it was Line three sub-variation five E of the Greco/Roman defense. But now that I am a master, a move is just a move, a check is just a check."*

Being able to see, create and use the simple Power Moves in masterful ways is the secret to great chess!

Chess Energetics: How to play chess like a pro!

Chess must be played with one-two dynamism. Ideally, almost all of your moves should be a double threat of sorts or preparing a threat, not just tactical, but positional as well—a threat to win material or to gain a strategic goal. When this is not possible, you should seek to reduce strategic advantages in your opponent's position, like trading his more mobile pieces for your less mobile ones, improve your pieces by increasing their mobility, or attacking something to create tension, or moving them out of Power Move reach of your opponent, or correct or defend weaknesses in your own position. You must constantly pose problems for your opponent. And as much as I stress the importance of general chess principles, never play mechanically. Every move you make from the first to last move should have a very particular aim.

You should look for Power Move combinations which will keep you in control of your opponent, allowing you to stay one step ahead of him/her. You control your opponent with forcing moves and The Power Moves, captures and sacrifices are the most controlling and forcing moves of the game. With this control, you can more easily launch a tactic or achieve a strategic goal and prevent your opponent from doing the same to you.

The Principle of Continuous Tension

Strive to maintain the potential energy of your pieces. Even after a series of trades, make sure that the last man standing has the potential to immediately attack or defend again if needed. Otherwise, you risk turning the initiative over to your opponent.

Whatever your long range strategic plan is, it should ideally be executed with Power Moves or a preparation for one. If you do not do this, your opponent can steal the initiative from you, using Power Moves against you! You must be careful even when winning material, if the tempo spent capturing the piece allows a better counter attack by your opponent. Most chess play is a race to see who can gain the

initiative. Putting your opponent on the defensive is how chess games are won.

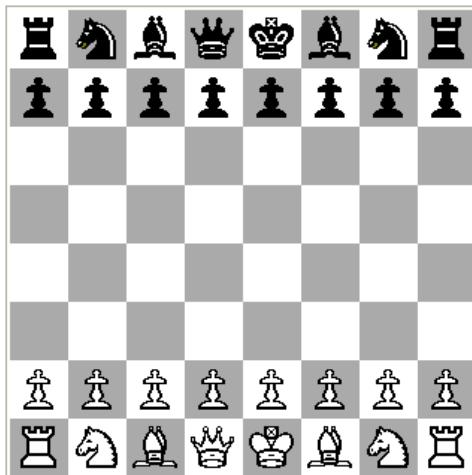
So, find a plan that can lead to a *continuous* series of Power Moves. Each move a preparation for the one to follow. The better the player, the more difficult it will be to find such a plan, as they are well aware of the danger of allowing this. Yet, at times, even grandmasters fall victim to an early Power Move assault!

In the game to follow, see how Kasparov uses Power Move combinations to annihilate his grandmaster opponent.



5

Kasparov uses Power Moves to beat Grandmasters!

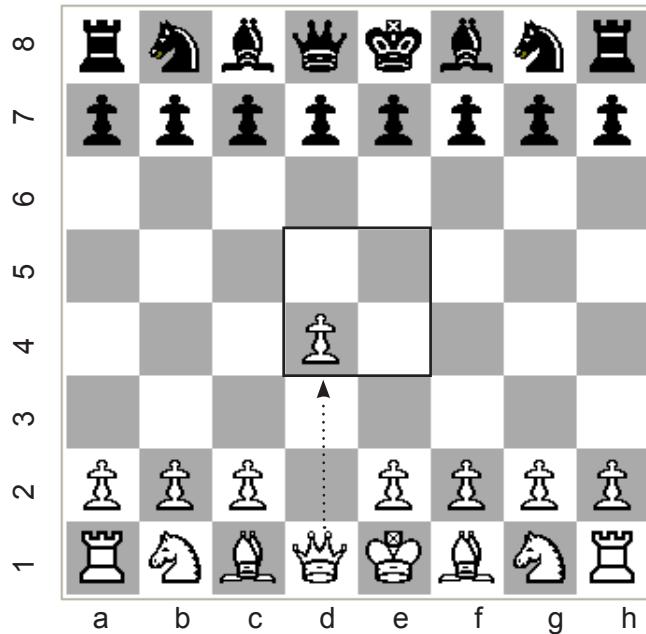


In the opening, you mobilize your forces for battle. You prepare to castle and then you castle. You, as yet, have no justification for attack or entering enemy territory unless of course your opponent makes a mistake which may require an immediate assault. Otherwise, continue to develop your pieces and begin to create tension, or achieve other strategic goals.

You strive to gain an elemental advantage of time, space or force. You strive to control your opponent. Your primary objective is to place your opponent on the defensive by gaining the initiative and maintaining that control until you can maneuver his men to set up a decisive blow.

Each move you make prepares the next threat, enabling you to stay one step ahead of your opponent. These are the moves you must find. These are good chess moves! And these moves will be Power Moves!! Look for the trail of Power Moves which will lead to victory, as Kasparov does in the following game.

1. d4. White plays pawn to d4.



Kasparov vs Gheorghiu

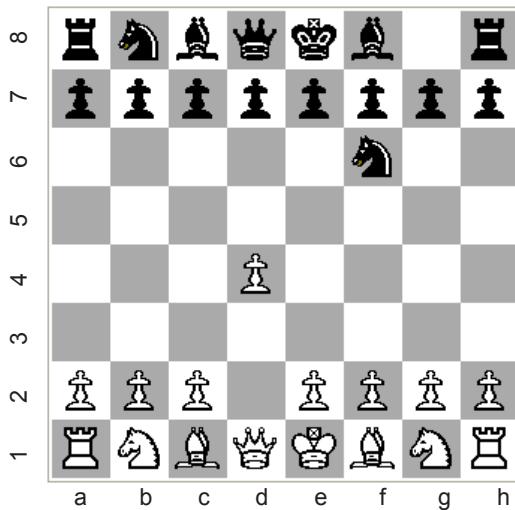
Most first moves in chess are either pawn to e4 or d4. These are the simplest and most direct ways to establish a presence in the sweet center (the squares d4, d5, e4 and e5).

Virtually all good opening moves seek to impact the center and prepare for castling, by moving pieces from their starting position.

By having pawns or pieces attacking or occupying these squares you restrict the mobility of your opponent's pieces, while increasing the scope of your own and giving you more opportunities for attack.

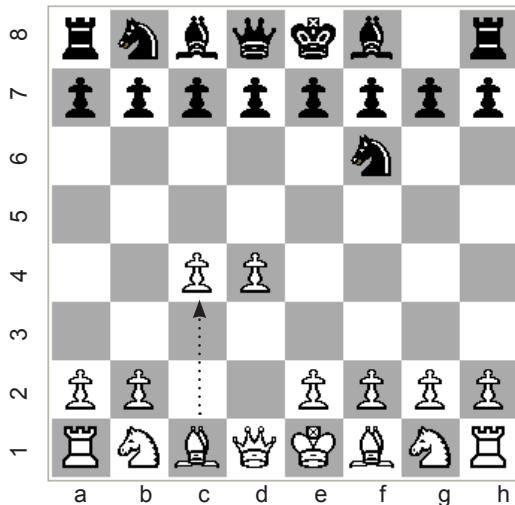
Kasparov, with the white pieces, chooses to open with d4 in this game.

1...Nf6. Black plays Knight to f6.



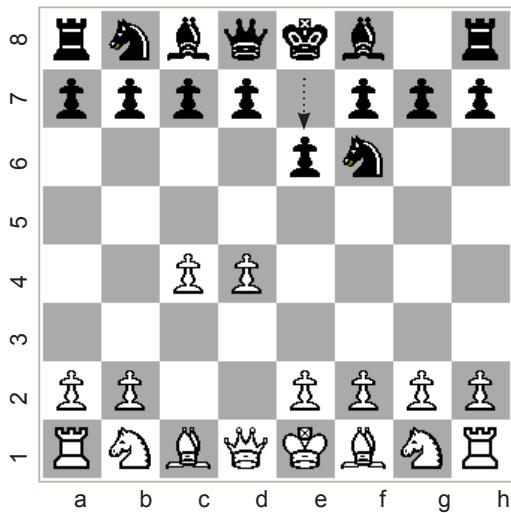
Here the black knight prevents the immediate push of pawn to e4, and removes a piece from the back rank in preparation for castling, one of the first strategic goals of chess. (The more a move simultaneously achieves multiple goals, the stronger the move)

2.c4. White plays pawn to c4.



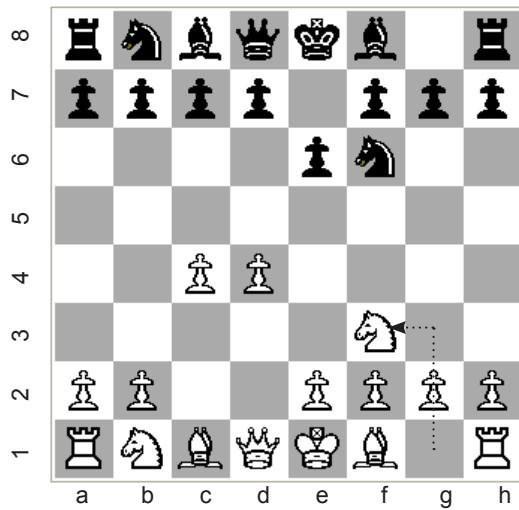
There are several good second moves for white, pawn to c4 being one of them. Often in d4 openings, white can afford to delay castling, as there are no immediate threats to the white king from the center.

2...e6. Black plays pawn to e6.



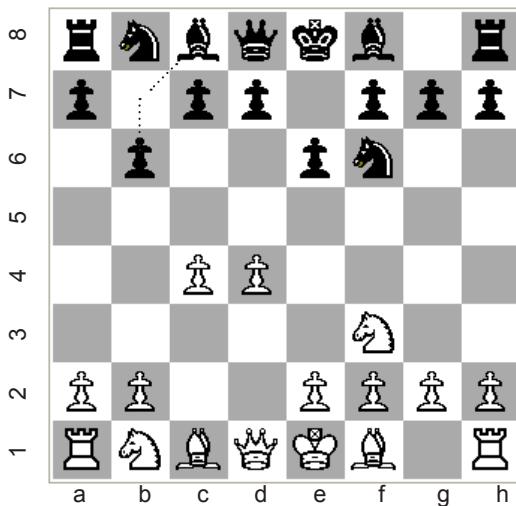
Black opens a line for his bishop, to move him off the back rank for castling and prepares Power Move 1, check. **By the second move, Power Move possibilities emerge.**

3.Nf3. White plays knight to f3.



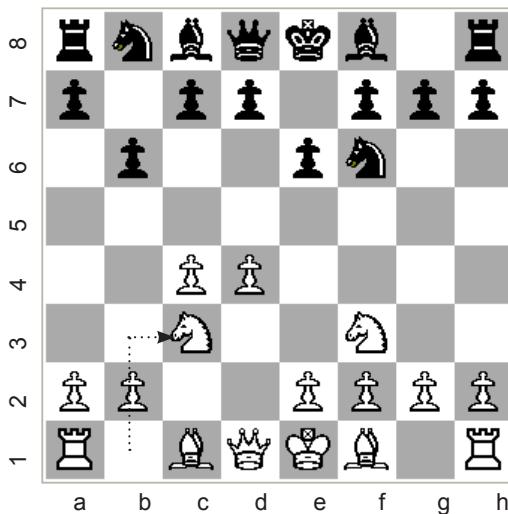
Now the white pieces start to come off their back rank in preparation for castling and to further defend and attack the center squares.

3...b6. Black plays pawn to b6.



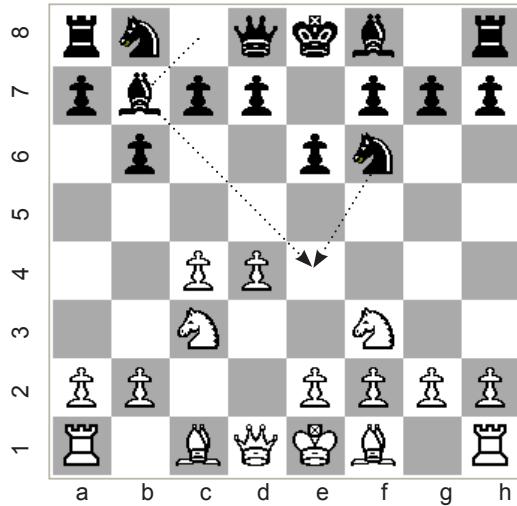
Pawns must move to allow the Bishops and Queens to move from their starting position. Here black opens a diagonal for his queen bishop.

4.c3. White plays knight to c3.



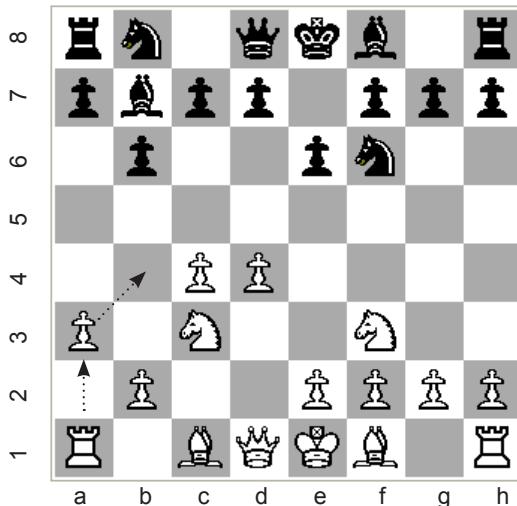
White develops the other knight which prepares the pawn to e4 push and also attacks the center square d5.

4...Bb7. Black plays bishop to b7.



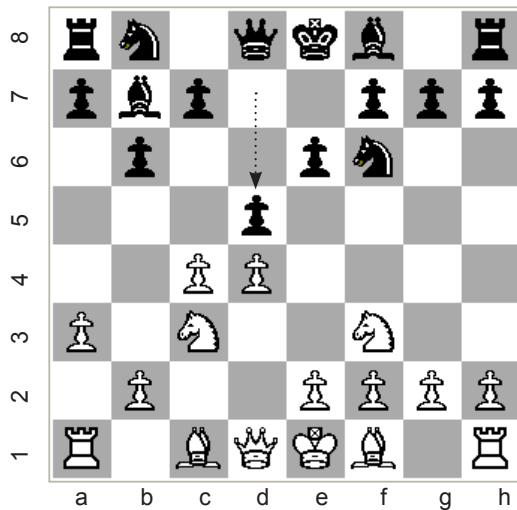
Black prevents this push by developing the bishop to b7, defending this square along with the knight on f6. Now it is two against one on this square, as only the knight on c3 is defending this square.

5.a3. White plays pawn to a3.



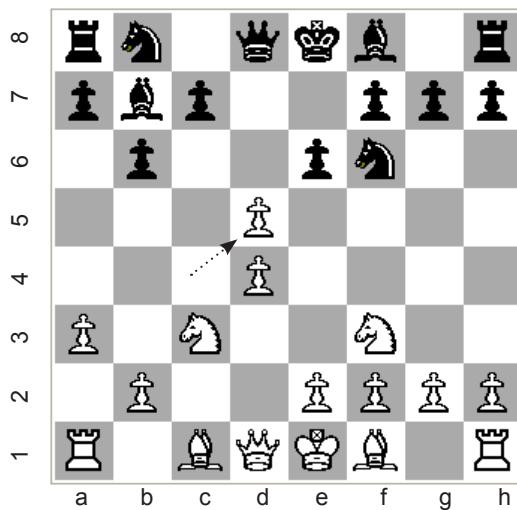
White chooses to prevent the black bishop from pinning the knight, Power Move 4. The bishop cannot move to this square now as the pawn can simply capture it. (As well as allowing this pin, other moves were possible for white)

5...d5. Black plays pawn to d5.



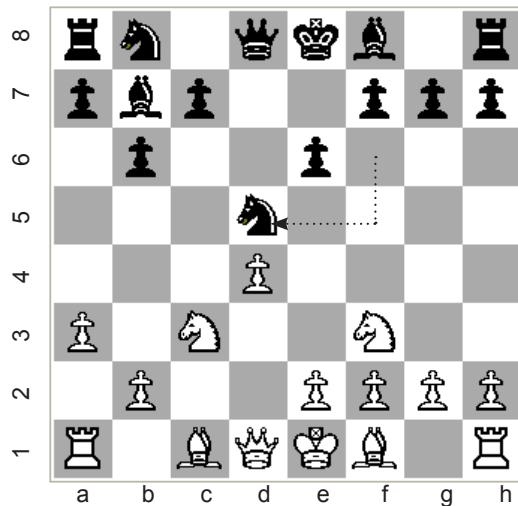
Black really doesn't want white to push the pawn to e4 so he plays d5 further attacking e4 and establishing his own pawn in the center.

6.cxd. White plays pawn takes pawn.



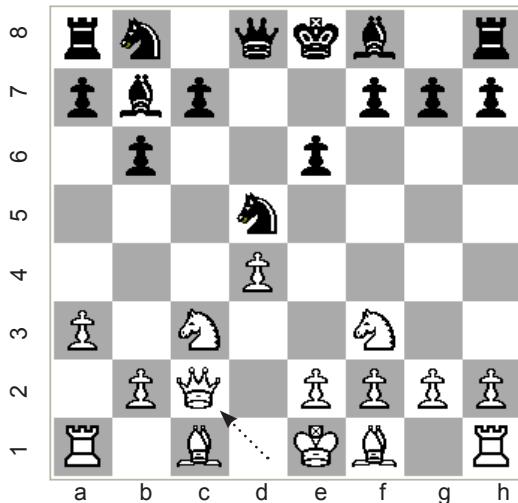
White chooses to exchange pawns and captures d5. (Other moves were possible)

6...Nxd. Black plays Knight takes pawn.



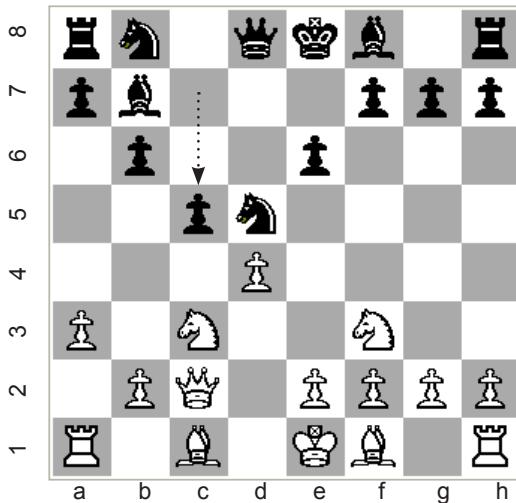
Black recaptures with the knight and threatens to attack the queen by capturing the knight at c3, Power Move 2. Whether pieces are defended or not and through x-rays, you must get into the habit of seeing the forcing Power Moves available to you and your opponent.

7.Qc2. White plays queen to c2.



The queen moves to c2 which removes the potential attack on the queen and prepares to defend e4 or give her the option of recapturing should black decide to capture the knight.

7...c5. Black plays pawn to c5.



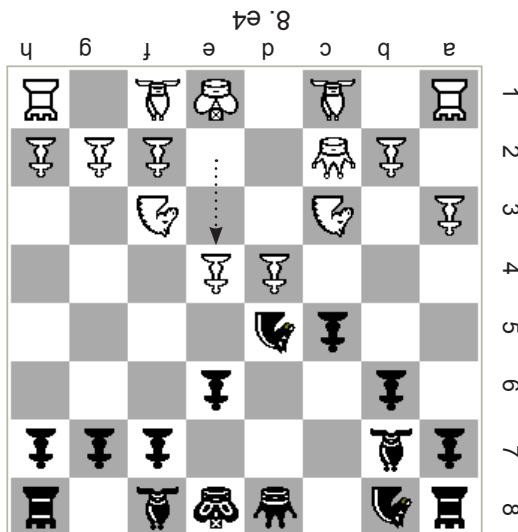
Black attacks the d4 pawn with pawn to c5. (This is a common way to break up pawn centers, simply by using another pawn to attack it. Find white's first Power Move.)

White to move

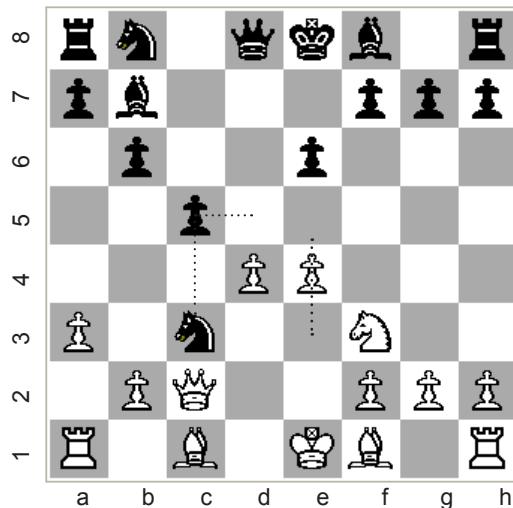
Spot the Power Move.

Upside down solution Don't peek!

White counters with Power Move 5 (little guy harassing big guy) and gets his pawn to e4. The battle for the center continues, and often never ends.

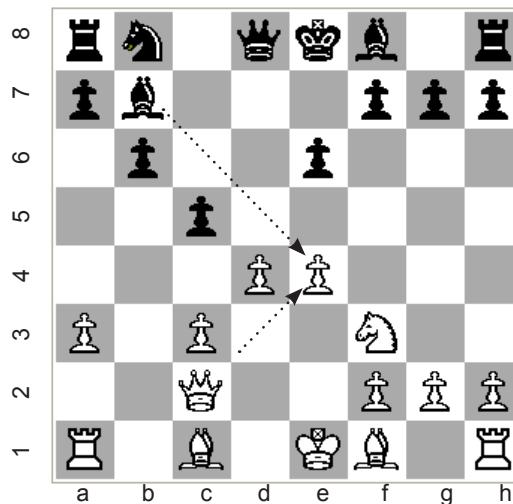


8...NxN. Black plays knight takes knight.



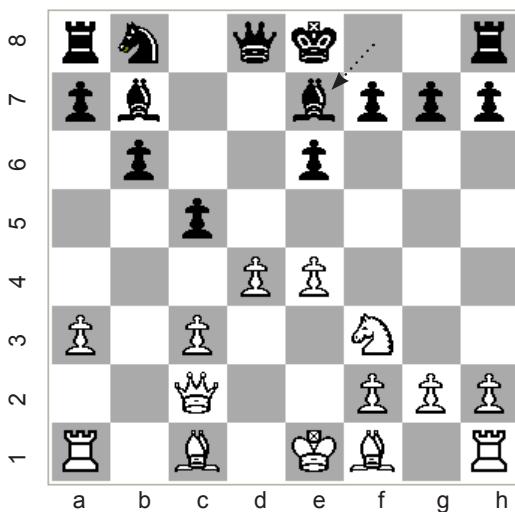
Black chooses to capture the knight.
Should white recapture with the queen or the pawn?

9.bxN. White plays pawn takes knight.



The pawn recaptures so the queen can continue to defend the pawn on e4, otherwise it would be lost to the black bishop. Don't forget the role that each piece plays as an attacker and defender and when you move a piece it changes roles. A common mistake is to move a piece and to forget that it was defending something.

9...Be7. Black plays bishop to e7.



Black develops the other bishop in preparation for castling.

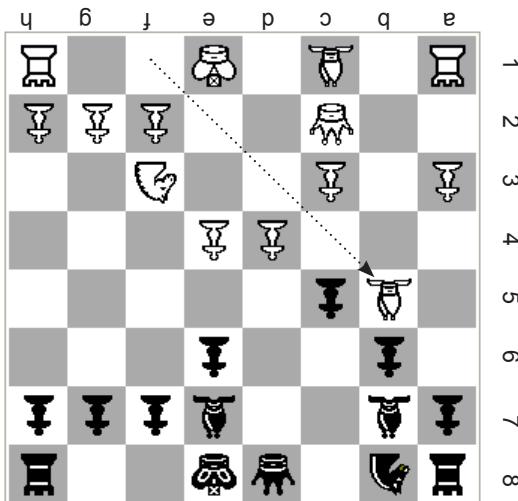
White to move

Spot the Power Move!

Upside down solution Don't peek!

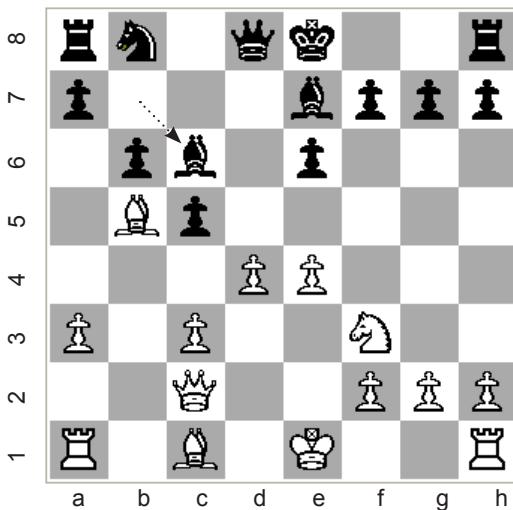
castling.

White chooses to simultaneously check (Power Move 1) (always look for the check) and develop his bishop in preparation for his own



10.Bb5+. White plays bishop to b5

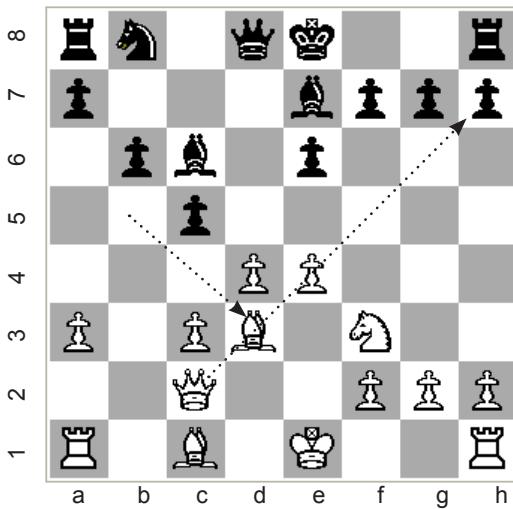
10...Bc6. Black plays bishop to c6.



Black chooses to block the check with his bishop.

Should white capture, thereby relieving the tension and allowing black to develop his knight or build the tension and achieve a strategic goal of his own?

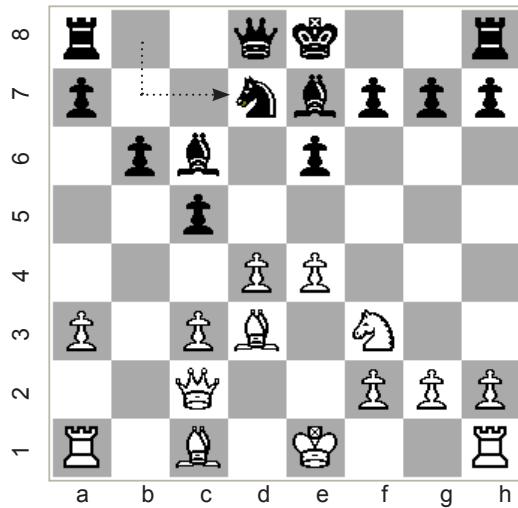
11.Bd3. White plays bishop to d3



White decides to reposition his bishop which forms a battery, (a strategic goal explained in Chapter 2) , “x-rays”, the pawn on h7 and also prepares Power Move 5, now that the black bishop on c6 is in reach of the little guys.

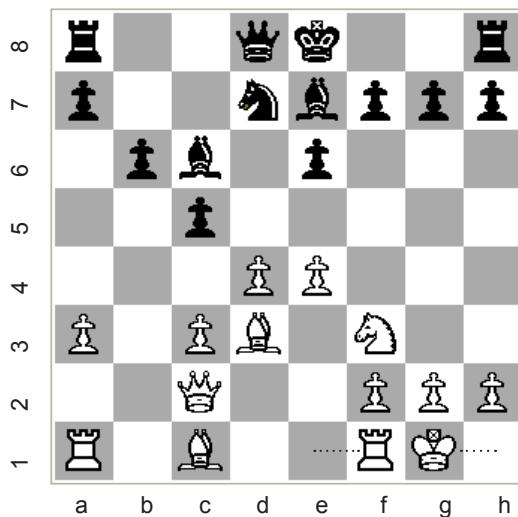
The Six Power Moves of Chess

11...Nd7. Black plays knight to d7.



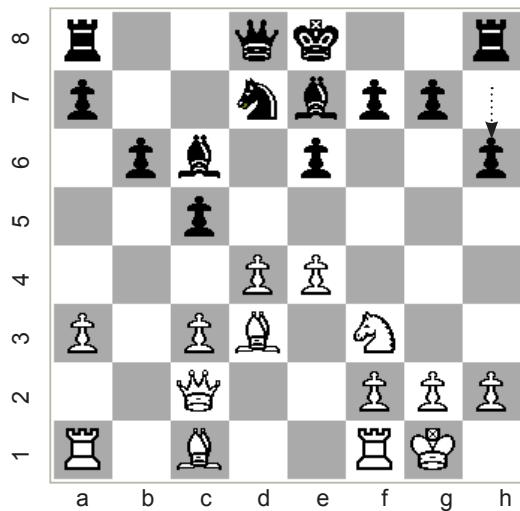
Black develops his queen knight.

12. 0-0.



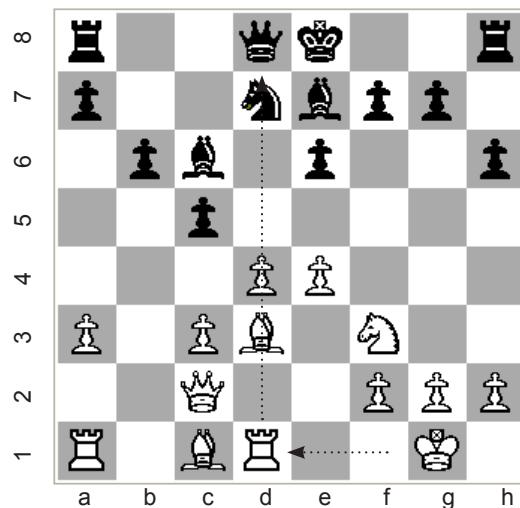
White castles.

12...h6. Black plays pawn to h6.



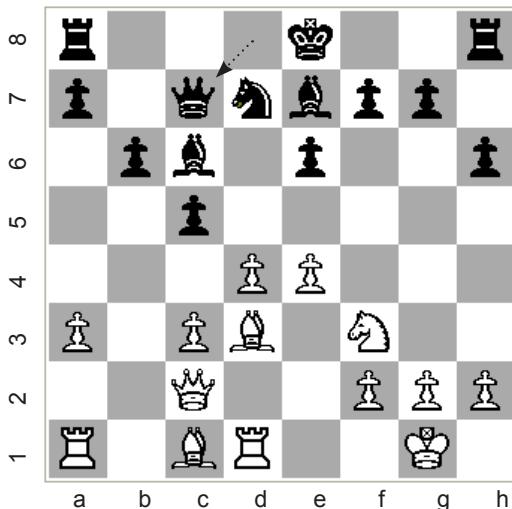
Black moves the target of the x-ray battery attack.

13.Rd1. White plays rook to d1.



White develops a rook to the center which x-rays the queen.

13...Qc7. Black plays queen to c7.



The queen moves away from the x-ray. Grandmasters take X-rays very seriously.

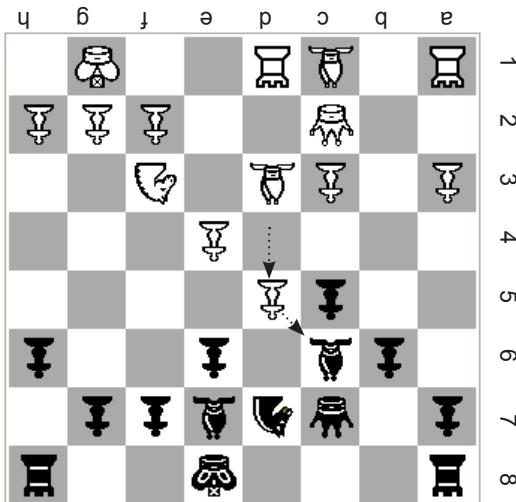
White to move.

Spot the sacrificial Power Move!

Upside down solution Don't peek!

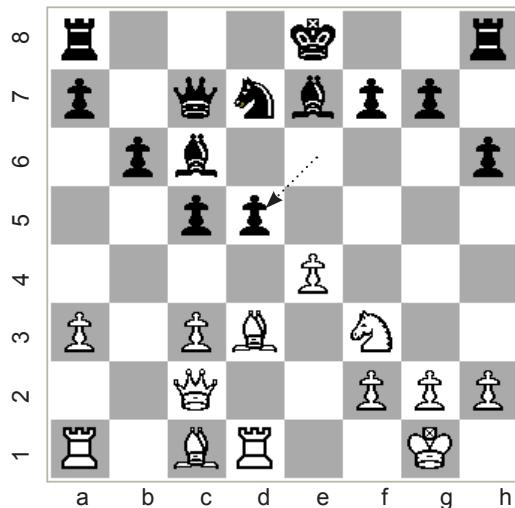
bishop with little guys.

As black has not castled, white surely would love to expose the black king to checks up the center. White launches Power Move 5 forcibly attacking the



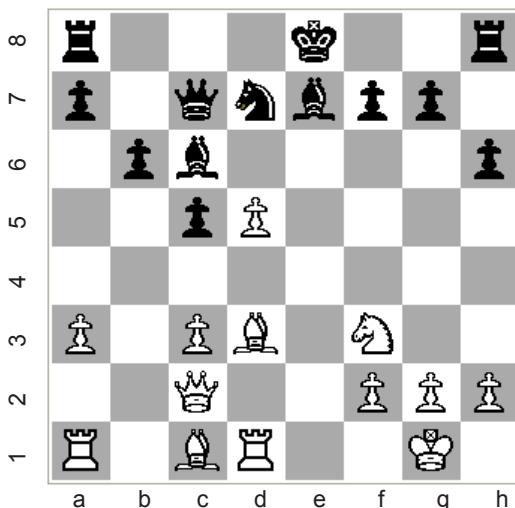
14. d5. White plays pawn to d5.

14...exd. Black plays pawn takes pawn.



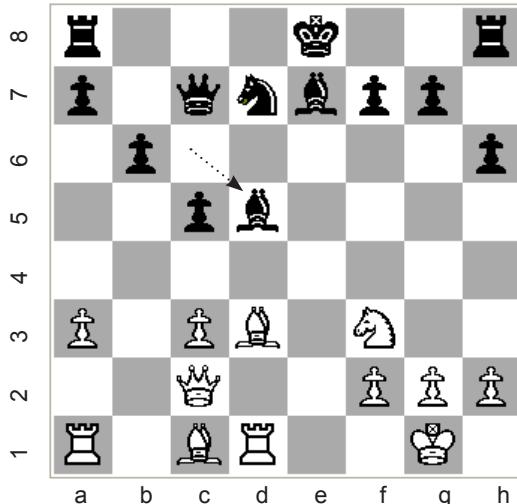
Black captures the attacker.

15. exd. White plays pawn takes pawn.



White recaptures which continues the attack on the bishop and opens the file to the king. Quite a lot of compensation for the temporary loss of a pawn.

15...Bxd5. Black plays bishop takes pawn.



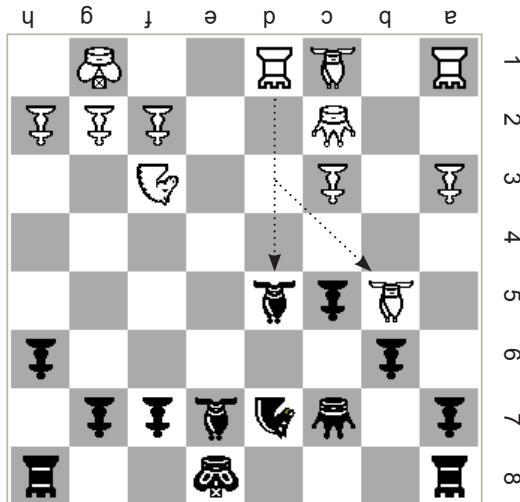
Black wins a pawn or has white deliberately created the compensation of an undefended bishop, Power Move 3?

White to move

Spot the Power Move!

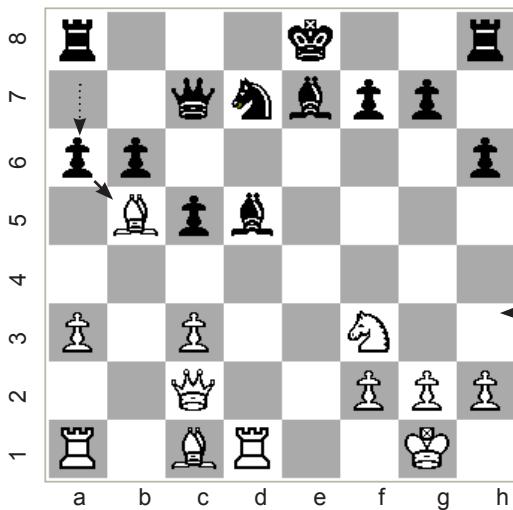
Upside down solution Don't peek!

White pins the knight and reveals a discovered attack on the bishop. Simultaneous Power Moves 4 and 3.



16. White plays bishop to b5.

16...a6. Black plays pawn to a6.



White to move

Spot the Power Move!

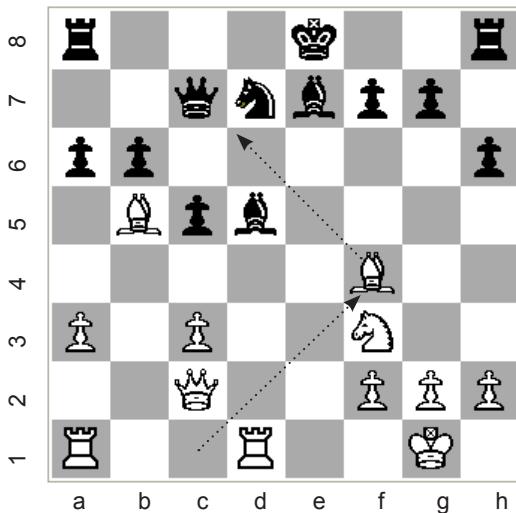
Answer next page. Don't peek!

Available Power Moves can form the basis of a plan, to win material, achieve a strategic goal or launch a tactic. They can be used to outplay your opponent.

Black decides (wrongly) to attack the bishop with Power Move 5, complicating the issue. White could capture the undefended bishop or move his bishop or allow the capture and exchange.

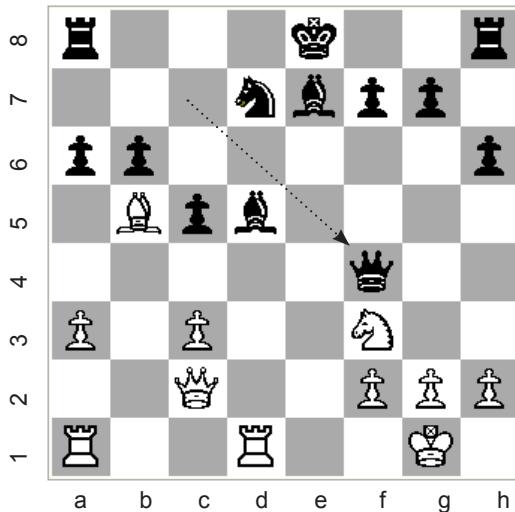
Kasparov chooses to complicate matters further and achieve another strategic goal. **Can you find his move? (Hint: look for all available offensive Power Moves for white)**

17.Bf4. White plays bishop to f4!



Kasparov attacks with Power Move 2. White has deliberately allowed two undefended bishops. Will he lose one of the bishops?

17...QxB. Black plays queen takes bishop



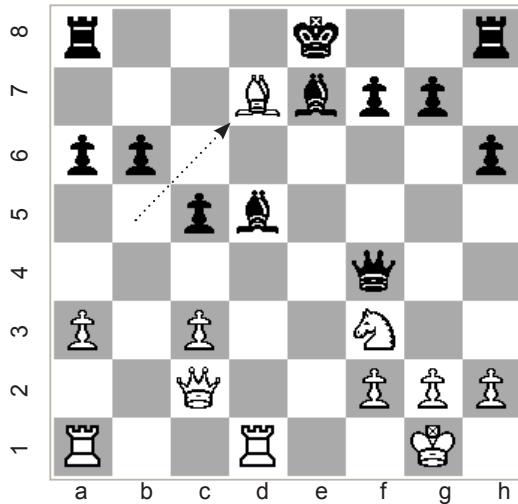
The black queen captures the bishop which was attacking it.

White to move. **Find the next Power Move**, white is down a piece, you must get it back, and don't forget that the white bishop is still under attack by the pawn at a6.

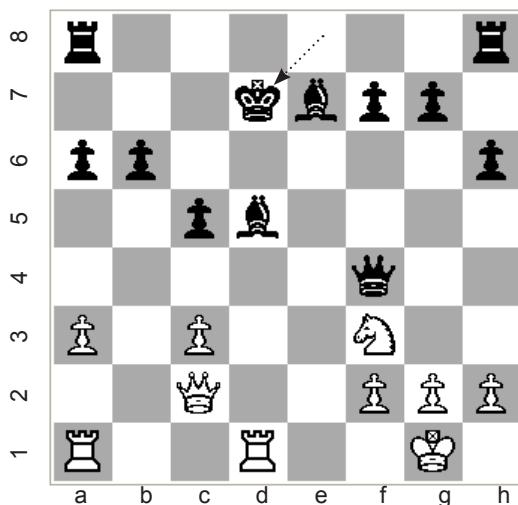
Solution from previous page.

White captures with check, which pins the bishop at d5, allowing its capture with another check. **Power Moves can be used to create other Power Moves!**

18. White plays bishop takes knight.

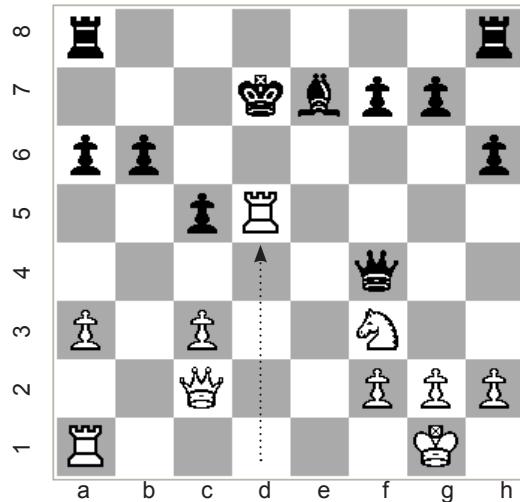


18...KxB. Black plays king takes bishop



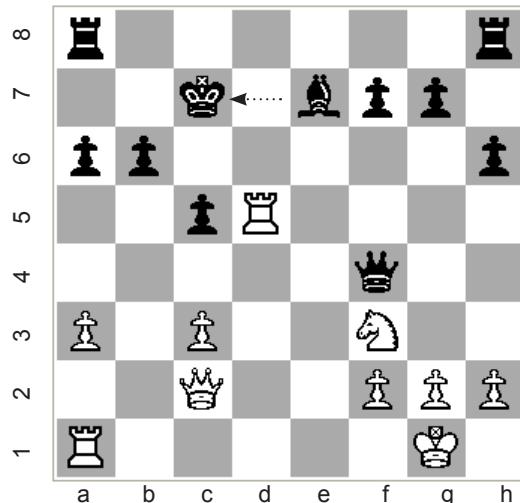
The king recaptures and now...

19.RxB. White plays rook takes bishop



And now the rook recaptures with check, regaining the piece.

19...Kc7. Black plays king to c7



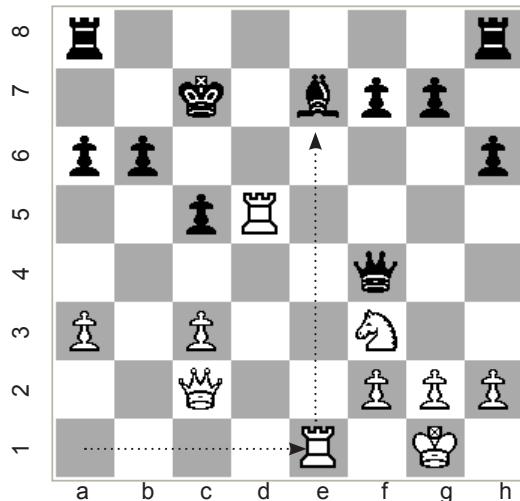
The king gets out of check. (mission accomplished, the black king can no longer castle.) **Conduct an offensive Power Move evaluation.**

White to move

Spot the Power Move!

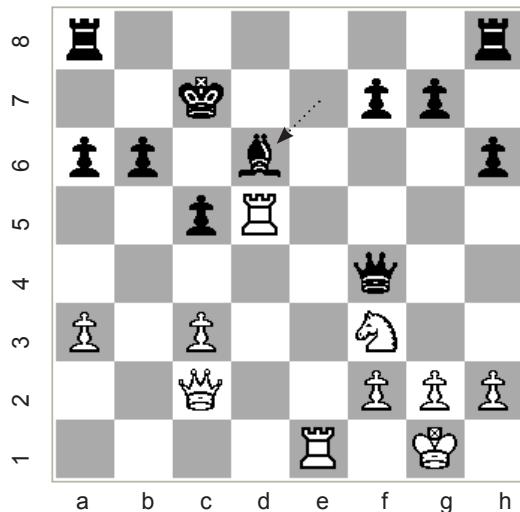
Solution from previous page.

20.Re1. White plays rook to e1.



The other rook attacks the undefended bishop, Power Move 3.
Now all of white's pieces are in play.

20...Bd6. Black plays bishop to d6

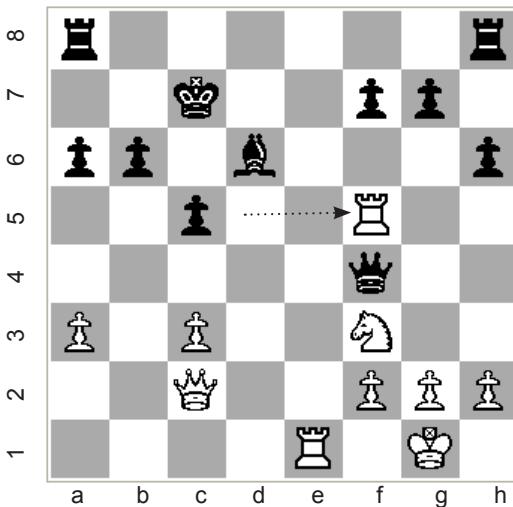


The bishop runs from the attack and forms a battery with the queen.

White to Move
Spot the Power Move!

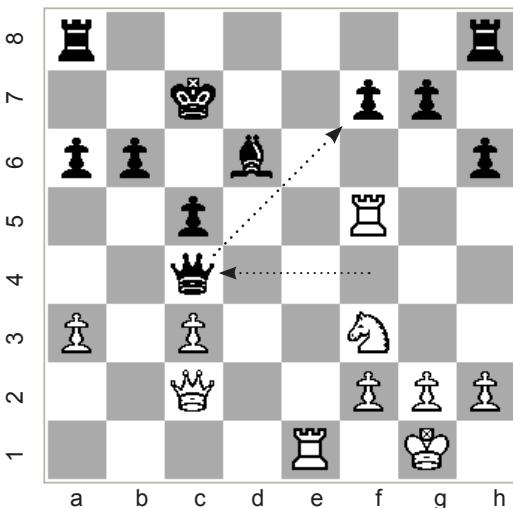
Answer next page. Don't peek!

21.Rf5. White plays rook to f5



The rook, defended by the white queen, double attacks the black queen and undefended pawn on f7. Simultaneous Power Moves 2 and 3.

21...Qc4. Black plays queen to c4

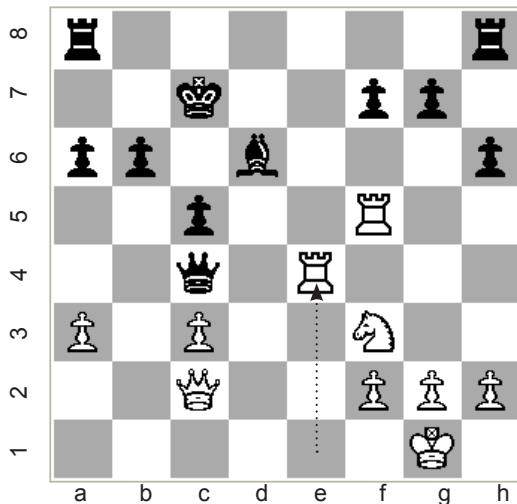


The queen runs, defending the pawn on f7.

Spot the Power Move!
Answer next page. Don't peek!

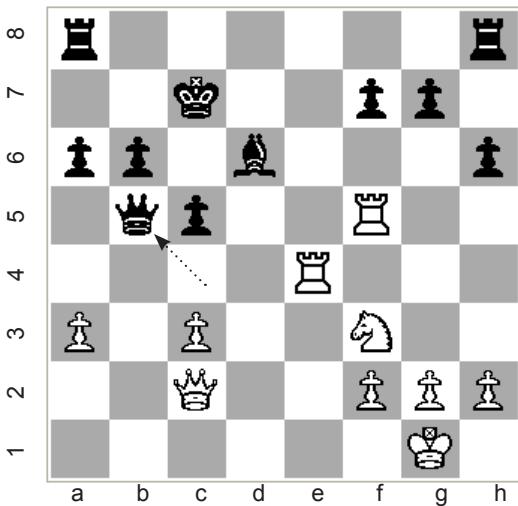
Solution from previous page.

22.Re4. White plays rook to e4



The second rook attacks the queen—Power Move 2 and removes its defense of the pawn.

22...Qb5 The black queen runs to b5

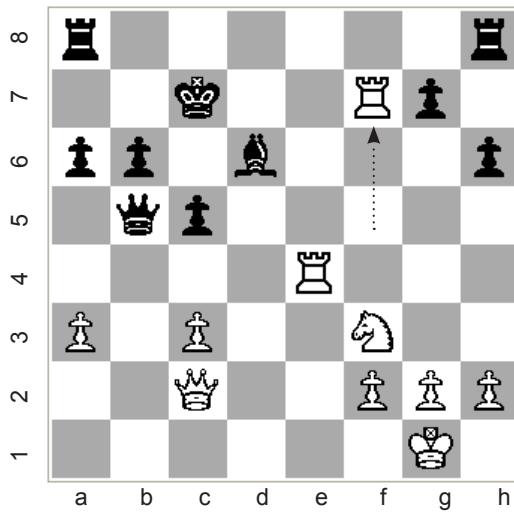


White to move

Spot the Power Move!

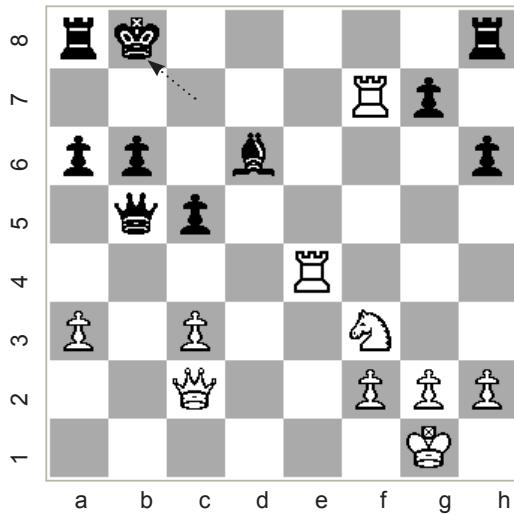
Answer next page. Don't peek!

23. Rf7. White plays rook to f7 check!



The rook captures the pawn with Power Move 1, retaining the initiative.

23...Kb8. Black plays king to b8



The king runs to b8.

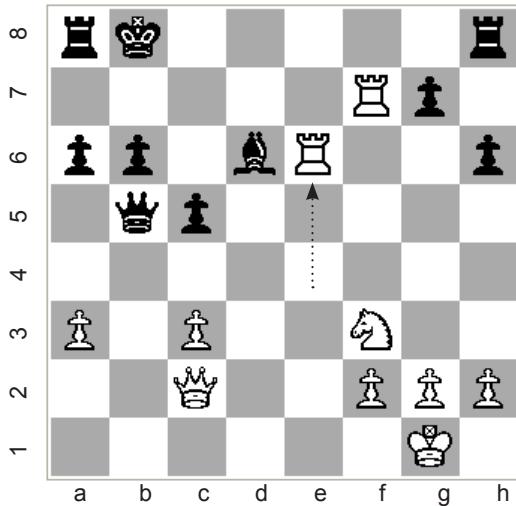
White to Move

Spot the Power Move!

Answer next page. Don't peek!

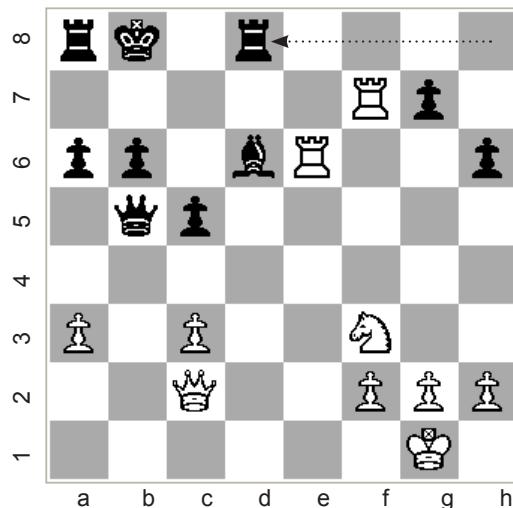
Solution from previous page.

24.Re6. White plays rook to e6



The rook on e4 attacks the undefended bishop, Power Move 3 and penetrates enemy territory.

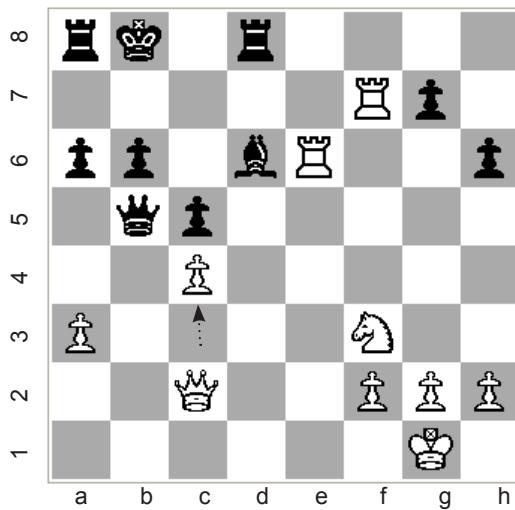
24...Rd8. Black plays rook to d8



The black rook defends the bishop.

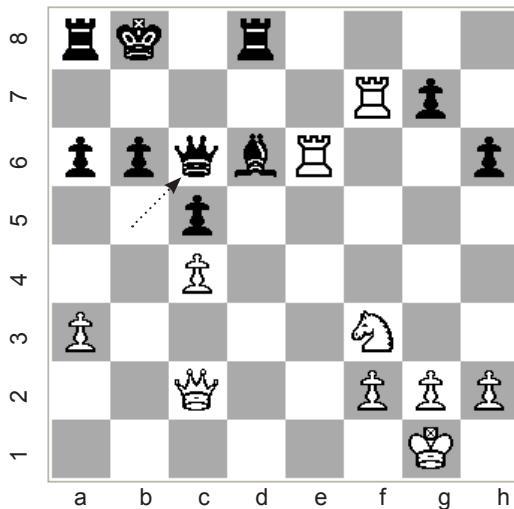
Can you spot the next Power Move? Look for all the Power Moves starting with Power Move 1. The Power Moves are hierarchically ordered, so go from Power Moves 1-6. Use this “checklist” approach to evaluating a position to find the best moves. Answer next page. Don’t Peek!

25.c4. White plays pawn to c4



Power Move 5! Or 2! Depending on how you look at it.

25...Qc6 Black plays queen to c6



The black queen runs.

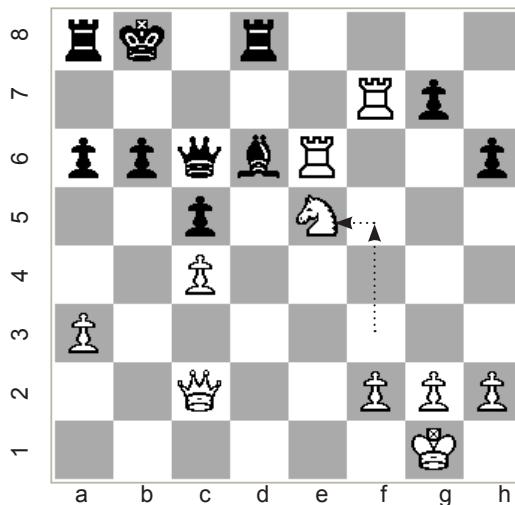
White to Move

Spot the Power Move!

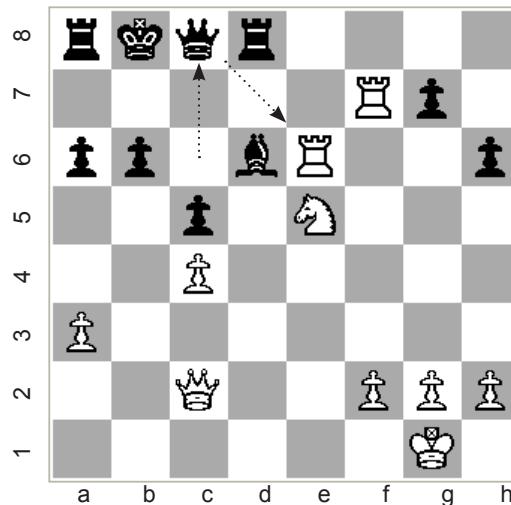
Upside-down answer next page. Don't peek!

Solution from previous page.

26. Ne5. White plays knight to e5



Power Move 2, Knight attacks the queen. The pinned bishop makes it possible. Take advantage of existing Power Moves.



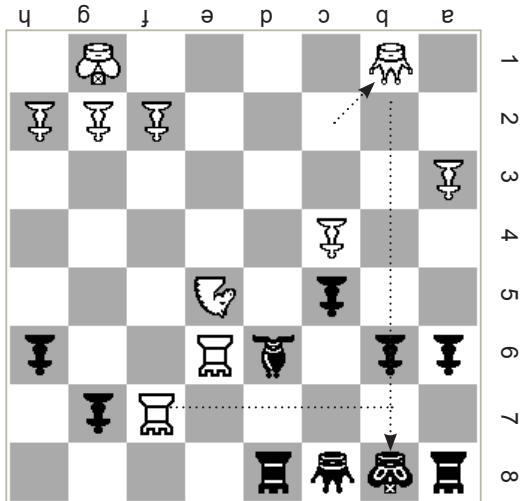
26...Qc8. Black plays queen to c8

The black queen runs and attacks the undefended rook on e6. Black uses power moves too! Now, can you spot the power move or preparation? Think of “The Chicago Way” Answer next page. Don’t peek! White to Move.

Upside-down solution. Don't peek!

With Power Moves and their preparation as our guide, it is possible, even for beginners, to find the moves of one of the greatest chess players of all time.

Queen b1 prepares Power Move 1. (one-two) If the black queen captures the rook, then the white queen captures the pawn with check and mate. Sometimes a check is also a checkmate! Black resigns.



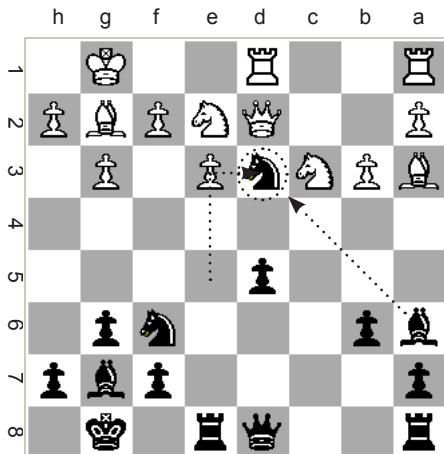
27.Qb1! White plays queen to b1 and black resigns!

"Find the Power Move Path which leads to a continuous series of Power Moves and you will find the path to victory!" BK

Fischer uses Power Moves too!

In this game, see how Fischer, with the black pieces, combines several of the tactical, strategical and Power Move motifs including sacrifices, to reposition the enemy king into a Power Move combination mating attack.

1...Nd3



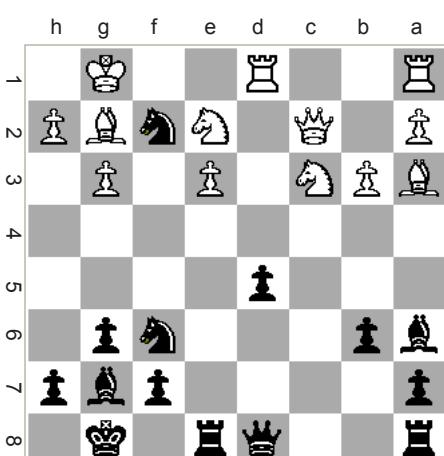
Fischer just penetrated enemy territory by moving his knight to d3, defended by the bishop on a6.

2. Qc2



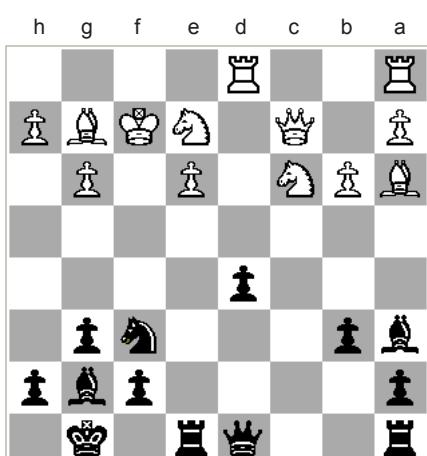
The white queen moves to c2, which allows the rook to capture the knight.

2...Nxf2



The black knight launches the combination with a sacrifice, capturing the pawn on f2.

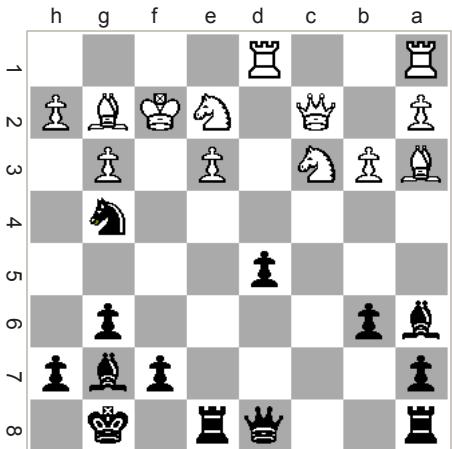
3. KxN



The king accepts the sacrifice and captures the knight.

The Six Power Moves of Chess

3...Ng4+



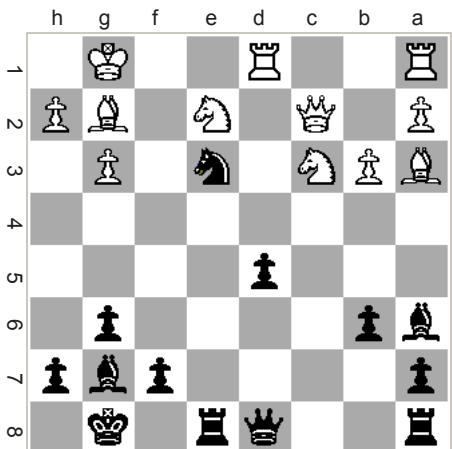
4. Kg1



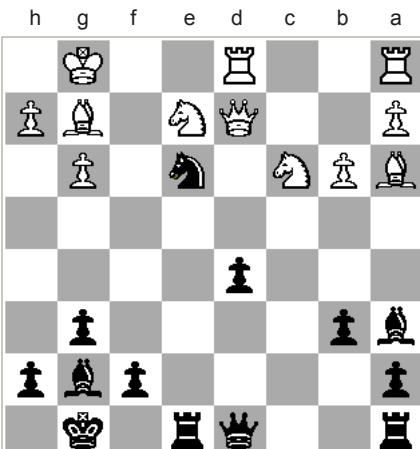
The second knight attacks with
Power Move 1, a check on g4!

The king runs to g1.

4...Nxe3



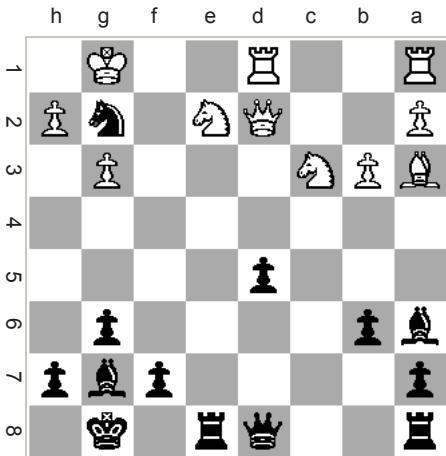
5. Qd2



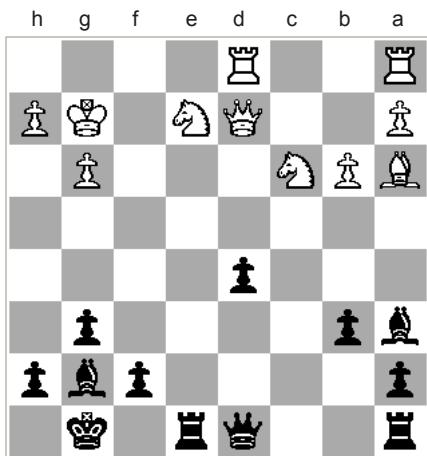
The knight captures the e3 pawn
delivering a Power Move fork on
the queen and rook.

The queen runs to d2.

5...NxN



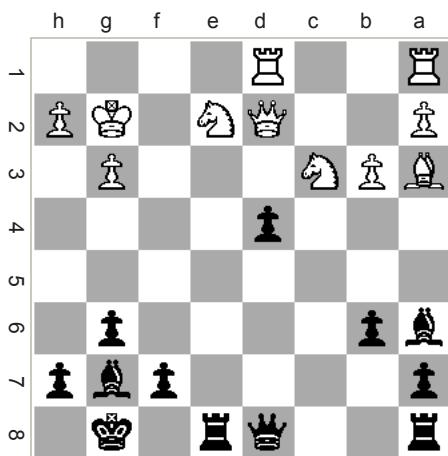
6. KxN



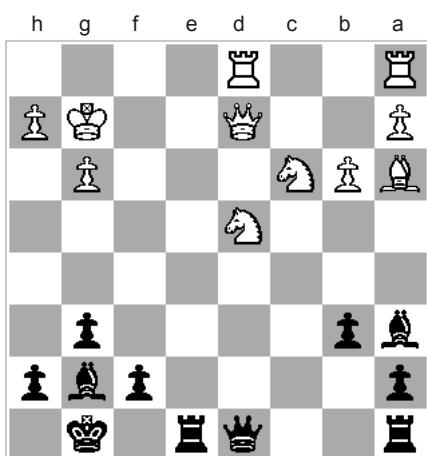
The knight trades itself for the white bishop, repositioning the white king into a Power Move in two. Fischer needed to see a Power Move in three, the home of chess brilliancies.

The king recaptures the knight. Now, a “mortal” Power Move student should be able to find the one-two Power Move combo.

6...d4



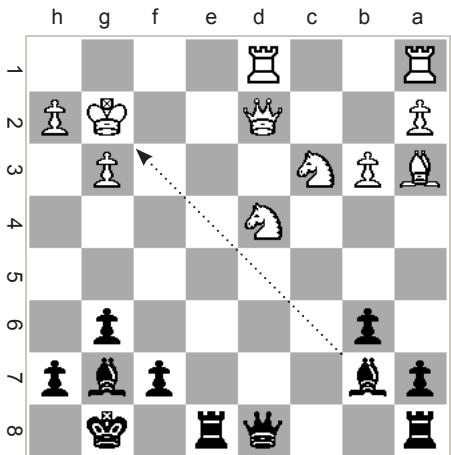
Nxd4



Fischer launches Power Move 5 attacking the knight, which prepares Power Move 1.

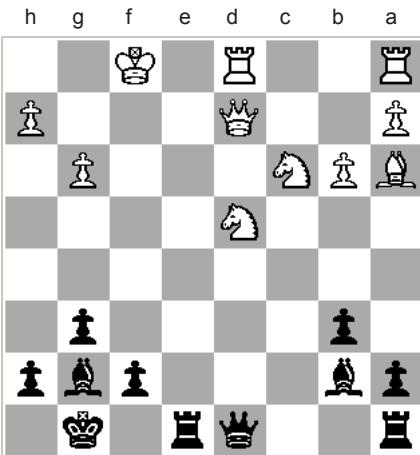
The other knight captures the pawn. Can you spot the Power Move?

7...Bb7+



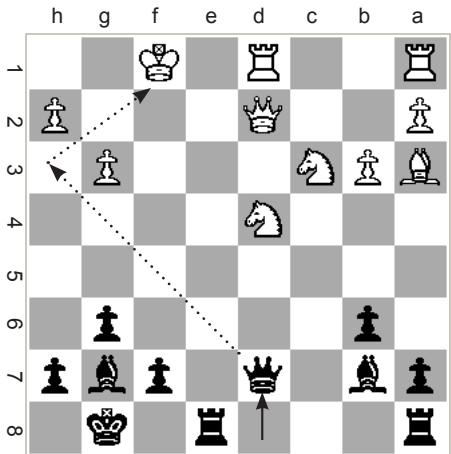
The black bishop moves to b7
checking the king, Power Move 1.

8. Kf1



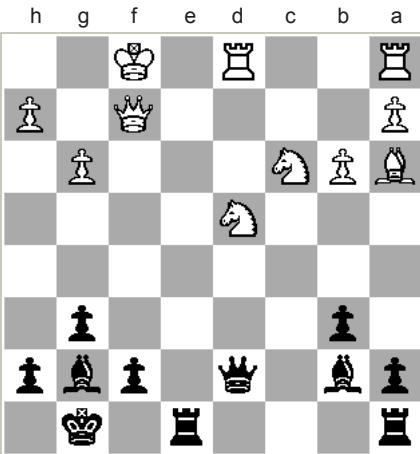
The king runs to f1. Can you
spot the preparation for Power
Move 1?

8...Qd7



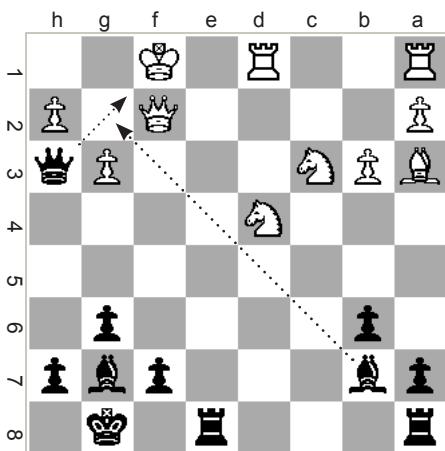
The Queen prepares Power Move
one by moving to d7. And black
actually resigned here because
there is no way to stop mate or the
loss of too much material.

9. Qf2



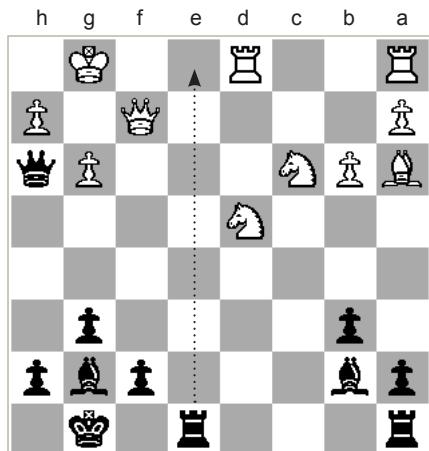
For example, if the queen moves
to f2...

9...Qh3+



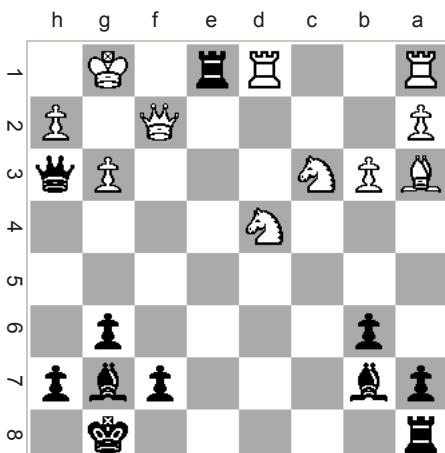
The black queen checks the king, (the queen can't block because of the white bishop)

10. Kg1



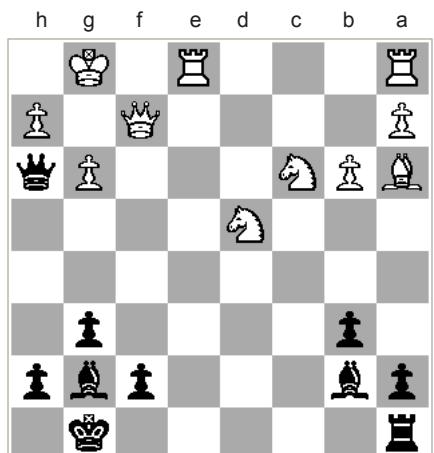
The king would be forced to move to g1 because the black rook is defending the e-file. If black can move the white queen he can mate the king on g2 with a Queen/bishop mate.

10...Re1+



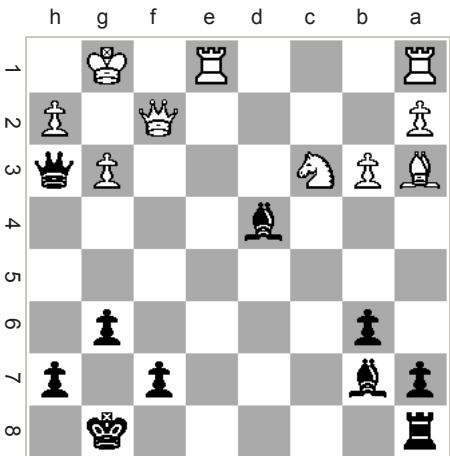
Black first moves the rook with check.

11. RxR



The white rook must capture the black rook.

11...BxN



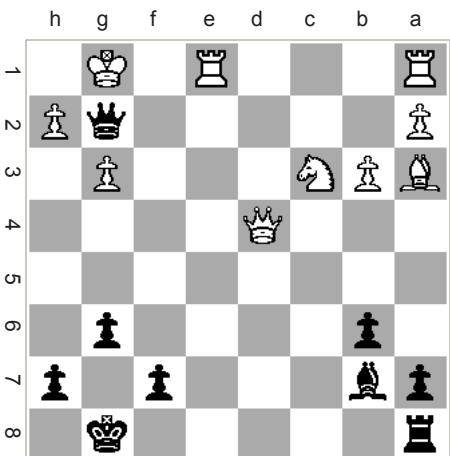
12. QxB



Now the bishop captures the knight attacking the white queen! The queen is now pinned, if she captures the bishop, the king will be mated! If she doesn't, she will be lost!

Queen captures bishop.

12...Qg2#



And mate!

Go back over this sequence and see how many Power Moves were delivered or created. Power Moves ruled this combination. When there were no Power Moves, Fischer sacrificed pieces to create more Power Moves, leading the King into a mating pattern.

6

How to find good chess moves!

Advanced Power Move Thinking

We have already partially answered the question of how to find good chess moves—Power Moves, Captures and Sacrifices, X-Rays, Gang-Attacks, Strategic Goals and Tactics.

We must first acknowledge that there is no one absolute rule which applies in all situations. That's one of the reasons chess is a fascinating game. Additionally, there are certain decisions that need to be made in all games played which are not always clear to even the best players in the world. Some of these decisions include the balance between offense and defense, or which offensive/defensive posture to adopt at any given moment, described on page 35, between excessive preparation and immediate action and accurately judging compensation or strategic imbalances in the position. Also, difficult for average players and less so to masters, is recognizing the “main action” on the board, described on page 91. Also difficult is knowing when to initiate a trade of pieces or pawns. Amateurs often capture pawns and in the process place their pieces away from where they are really needed or which give their opponent a more valuable tempo.

Having said all that, there *are* certain generalities that hold true most of the time and which can guide our play and make us much stronger players in a very short time.

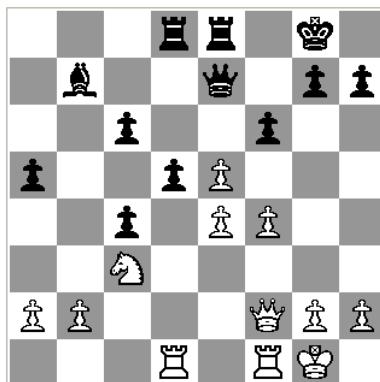
From the Power Moves and Power Move principles, and strategic goal section, we have already learned that good chess play seeks to control the opponent by placing him on the defensive. This is accomplished simultaneously by adhering to strategic principles, and by playing dynamically with Power Moves and their preparation. That is, most of your moves should be threatening or preparing to threaten the gain of a strategic goal or of winning material. If you are not doing this, you are most likely playing too passively, or choosing inferior moves.

Relatively speaking, positional and strategic play require a higher level of skill than do tactical and aggressive play. Sound chess play and finding good chess moves go hand in hand. Good chess moves do not needlessly create weaknesses in your own position, like bad pawns or exposing your king, or inadequately defending your king.

The hardest time to find good chess moves is when there is nothing obvious to do. Sometimes you cannot play dynamically. There may be no Power Moves available, no tactical shots and no strategic goals to pursue, per se. At these moments, it may be time to regroup, to seek to make your pieces more mobile, to regenerate the tension and repair weaknesses.

Perhaps a more instructive way of answering this question of finding good chess moves is to look at some illustrative positions and see how masters juggle and prioritize the variables discussed in this book.

The following diagram is from a game between two masters. On the white side, a thirteen year old, who became one of the youngest grandmasters in history.



1...f6
White to move

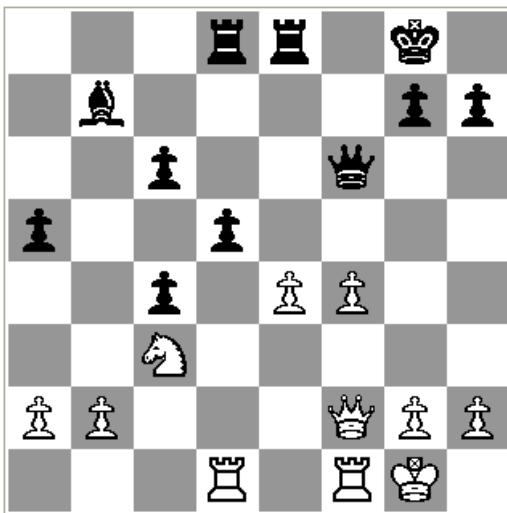
Black has just played pawn to f6. We must first evaluate the board before we can decide on a move to make. Before we conduct a Power move evaluation, lets first look at other variables. The force count is even. We see bishop against knight. The center pawns are mobile.



White to move

White has a bit more central occupation. The kings both have escape squares. The black pawn on f6 threatens to win a pawn, if white does nothing, (fxe, exf, Qxe.) An offensive Power Move evaluation reveals an undefended black pawn on a5. Also worth noting is that the bishop is defended by the queen. Predicting our opponent's most likely response to our moves can help us choose our own moves.

If white plays exf, how should black recapture, with the queen or the pawn? If black recaptures with the pawn, he will expose his king and create isolated pawns. So, we can be pretty certain that black will recapture with the queen. Try to envision the board after the queen captures the pawn and if a Power Move is created in the process. So far, we have conducted a two move calculation of our opponent's move, the pawn recapturing versus the queen recapturing. It's not too difficult to envision the queen on f6 or the exposed king, should the pawn recapture.



White to move

The position after queen recaptures.

Spot the Power Move!

There are two major Power Moves here, e5 attacking the queen, which would also give white Power Move 6, a passed pawn, and Qb6 or Qa7 attacking both the now undefended bishop and the undefended pawn on a5, remember? Black has the threat of capturing the pawn on e4, which is attacked twice now, by the rook and pawn, and defended only once, by the knight. White could choose to play exd as well. So, white has four primary candidate moves. How do we sort it out?

Good moves have certain qualities!

“The short list”

In addition to what has already been covered, good chess moves also do the following.

1. Good chess moves don't unknowingly give your opponent an offensive Power Move.
2. Good chess moves address the strategic or tactical demands of the position. Although you should be striving to create a favorable strategic or tactical environment, you must choose a move which addresses the current strategic or tactical landscape.

3. The particular move you choose should more often than not also follow general principles. (When deciding on a move, you must first consider if the move adheres to general principles. For example, it is usually bad to move the knight to the edge of the board. If you decide to violate this principle, you should have good reasons for doing so. More often than not, you will be punished for violating general principles, but of course, there are exceptions. :-)
4. Good moves address your opponent's intentions while simultaneously furthering your own plans. (Good chess play is a dance between the opponents, where each is seeking to take the lead.)
5. Good moves seek to gain more, or rather, more *germane* strategic goals than they give to the opponent. (You often can't have it all, so try to gain more than you give.)
6. Good moves don't give the opponent the tempo and conversely seek to gain tempo.
7. Strong chess moves achieve multiple aims simultaneously.
8. Good moves increase the chance of the opponent making a mistake.
9. Good chess moves avoid creating weaknesses, like pawn targets, unnecessary pawn advances and the creation of weak squares.
(Squares which can't be defended by pawns)

When considering which moves to make, an axiom could be to accomplish as much as possible with each move, get maximum mileage. That is, if you can find a move which simultaneously wins material, achieves a strategic goal, doesn't give your opponent anything, doesn't create weaknesses in your own position and maintains the initiative, then you have most likely found the best move on the board! However, this rarely occurs, and you must concede something. Judging this compensation is a skill which separates players.

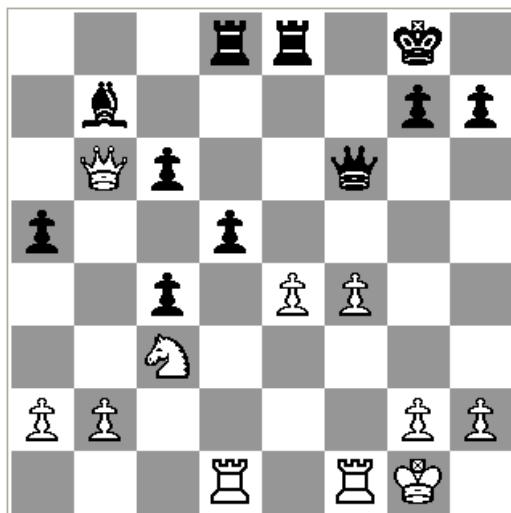


White to move

Now, with this short list in mind, let's evaluate each of our four candidate moves.

1. e5 attacks the queen and creates a passed pawn, Power Move 6.
2. exd, eliminates our chance at Power Move 6, a passed pawn, and increases the mobility of the white bishop.
3. Qa7 double attacks the undefended bishop and pawn, which gains a tempo.
4. Qb6 double attacks the undefended bishop and pawn, which gains a tempo, doesn't expose the queen to a possible rook attack at a8, but also attacks the c6 pawn, the rook on d8 and defends our pawn on b2.

I don't know about you, but after this analysis, the best move is clear to me. Move number four gains more than it gives and most likely will win material. That is the move our young grandmaster made.



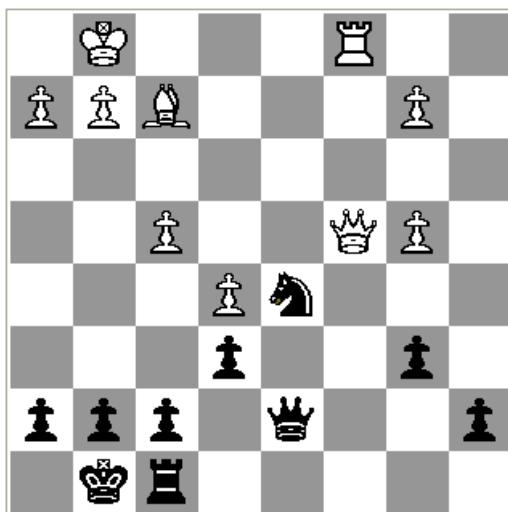
1.Qb6

Black moved the bishop to a8, then white attacked the queen with e5, and after the queen moved, white was able to capture the a5 pawn. White was able to apply the winning formula by choosing the correct move order.

If white had attacked the queen first, then the queen could have defended the bishop, and then, when white played Qb6, he would not have had a double attack.

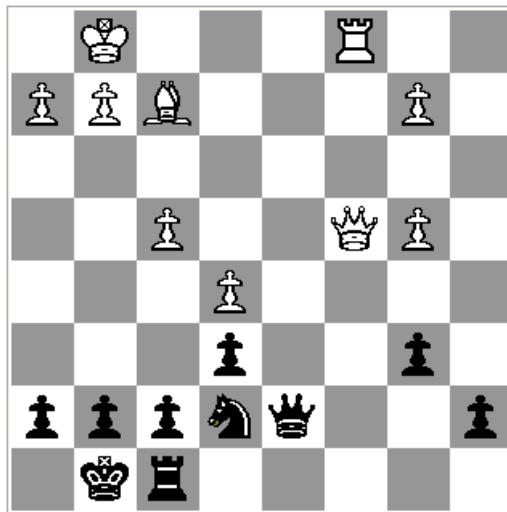
Amplify Your Opponent's Strategic Weaknesses

In the following game, black plays a very instructive strategic move. The force count is equal but with bishop against knight. In end games where there are pawns on both sides of the board, the bishop is considered better (all things being equal) as he can more quickly create threats on both sides of the board. However, all things are rarely equal in chess and black surmises that he stands better, due to the good outpost for the knight and white's weak pawns along the b-file.



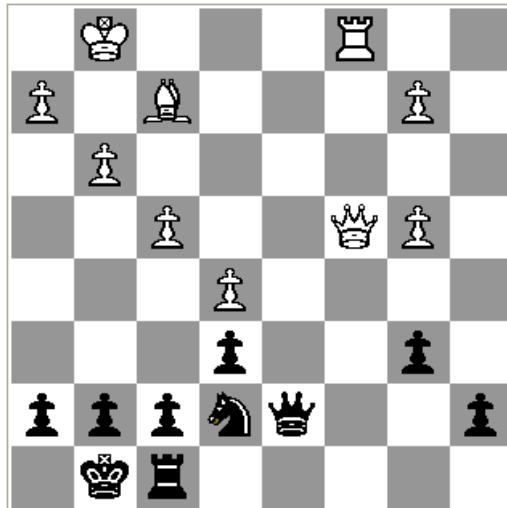
Black to move

In the strategic goal section, we learned that it is generally a good idea to trade pieces when up materially. Here, a grandmaster shows that perhaps it is a good idea to trade pieces when your opponent has strategic weaknesses in his position, like the bad pawns. Here black played knight to e7, see next page.



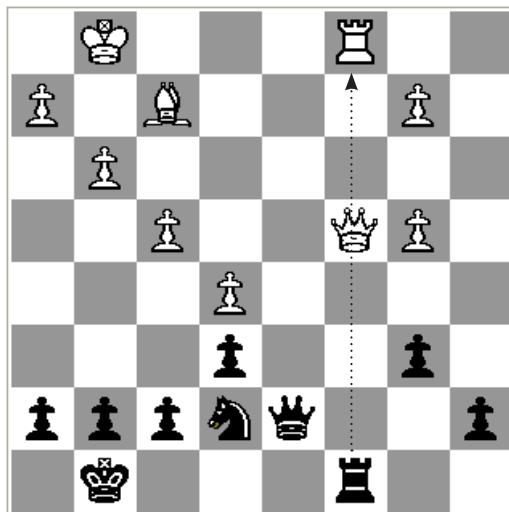
1...Knight e7

Do you see the intention of this move? The master playing the white pieces didn't and played g3, defending the pawn on f4.



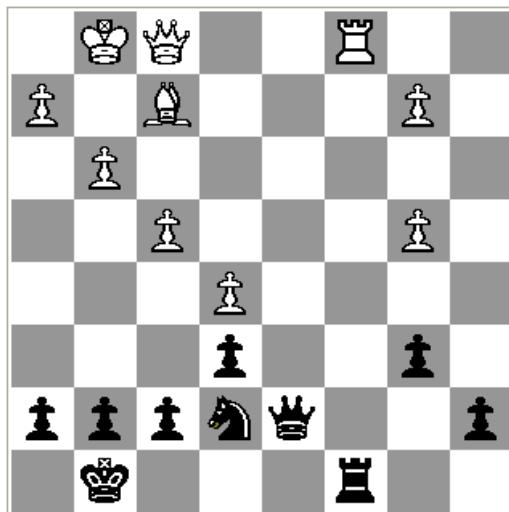
2. pawn to g3

The Six Power Moves of Chess

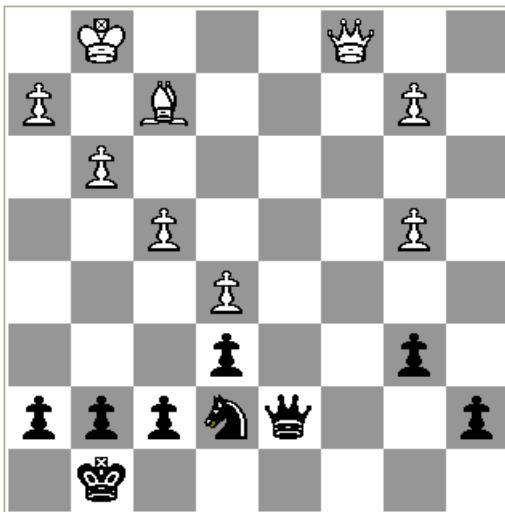


2...Rc8

The knight move provided the support needed for the rook to move to c8, forcing the trade of the rooks.

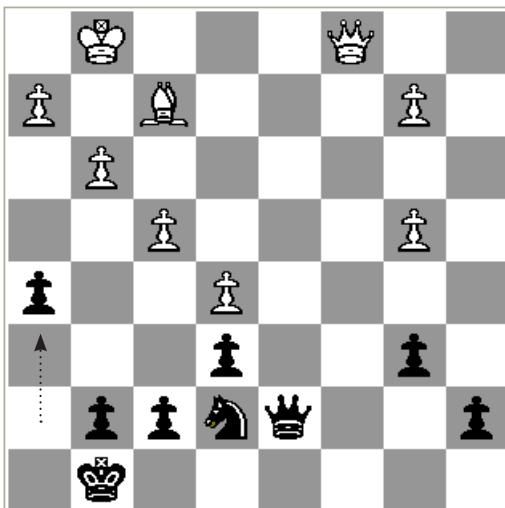


3. Qf1. The white queen runs to f1



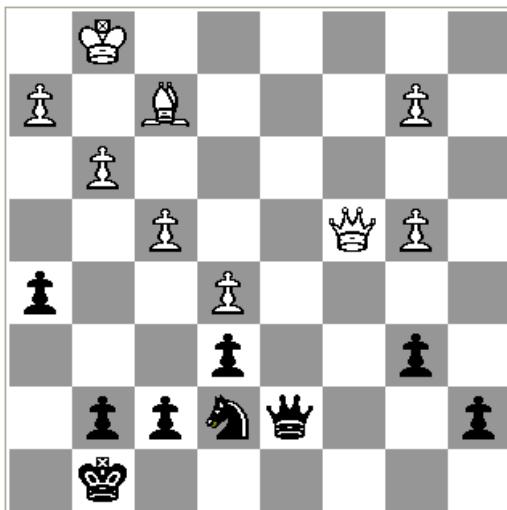
3...RxR 4.QxR

Position after rook captures rook and queen captures rook.



4....h5

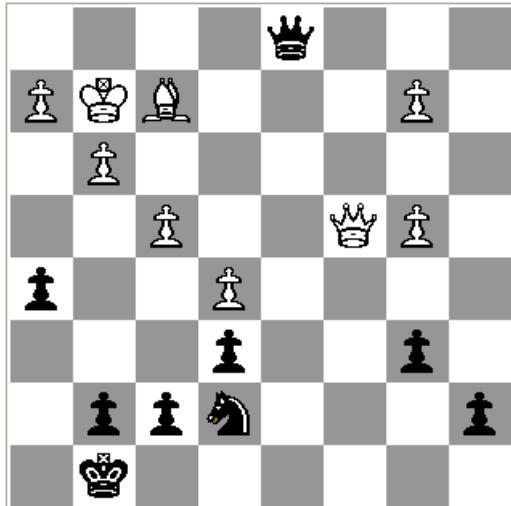
In most games played, there comes a moment when the king requires an escape square before the remaining pieces can go on the assault. Here black plays h5. It also simultaneously retards the movement of the white g pawn and perhaps threatens to push to h4, which would create more white weak pawns.



5. Queen c4

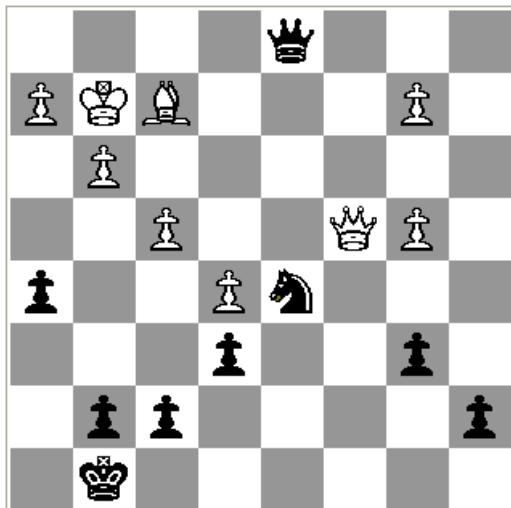
White plays the queen to c4 defending the b4 pawn and increasing the mobility of the queen. However, this move allows Power Move 1. White is on the defensive!

It's interesting how the knight actually has more mobility than the black bishop, due to the bad pawns on the b-file, which cannot be used for attack.



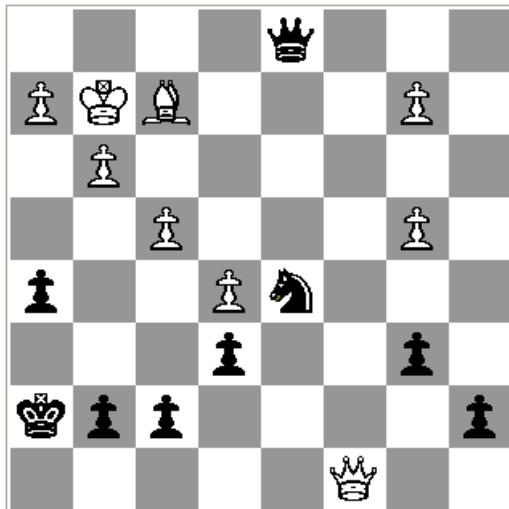
5... Qd1+, 6. Kg2. After queen check, king runs to g2.

You can't have it all, so black decides to achieve strategic and tactical goals and plays knight to d5, even though this allows a check. This move penetrates enemy territory and prepares a potential Power Move 1. Power Moves will rule in this endgame.

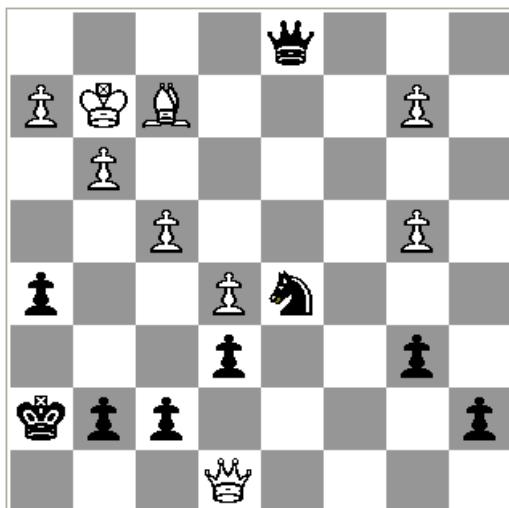


6...Knight d5

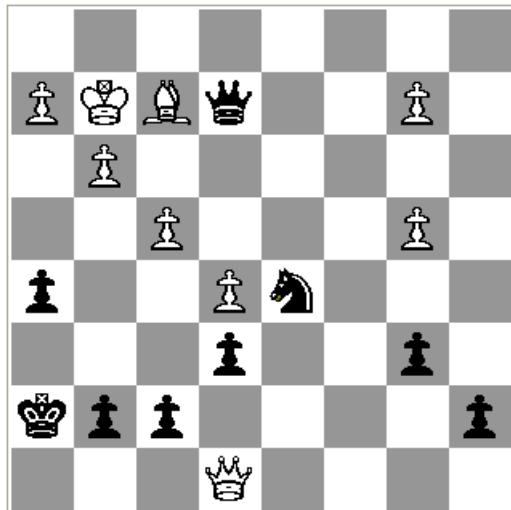
Black's move did allow white to check, but the black knight and queen working together are too great for white to defend against, so black allows some activity by the white queen.



7. Qc8+, 7...Kh7. Position after white queen checks and black king runs to h7.

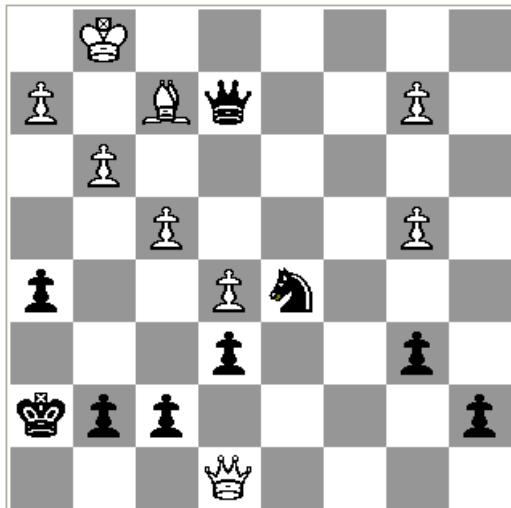


8. Qe8. The white queen moves to e8 attacking the undefended f7 pawn.



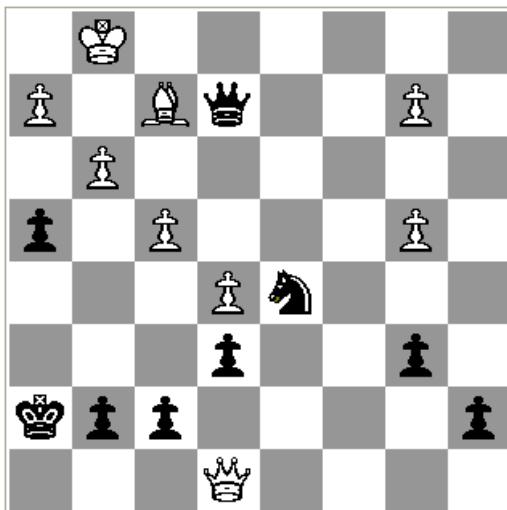
8...Qe2

The black queen pins the bishop, Power Move 4, threatening to mate or win the bishop, with knight to e3 on the next move.

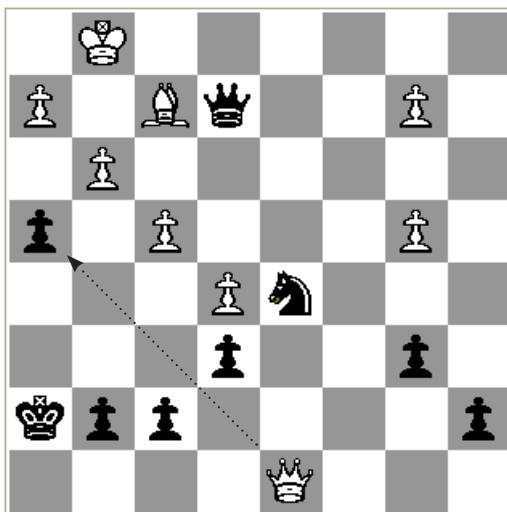


9. King g1

The white king gets out of the pin.



9...h4. The black pawn advances to h4 with the possible idea of continuing on to h3, preventing the king's retreat to g2. This could prepare to win the bishop or checkmate the king.

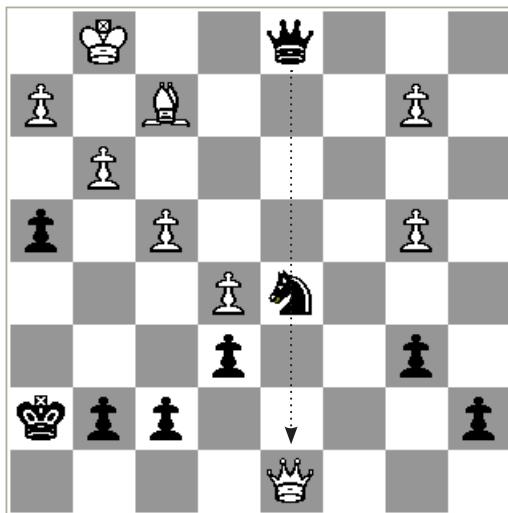


10. Qd8

White plays queen to d8 attacking the h4 pawn, with the threat of capturing it with check and possibly launch a perpetual check.

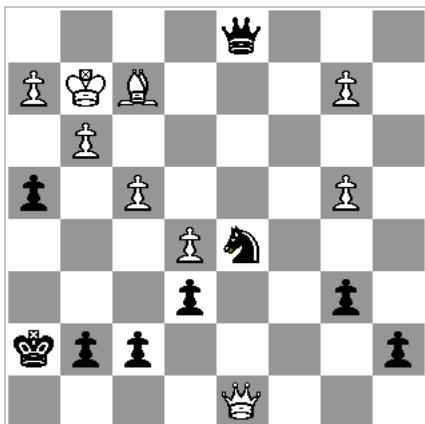
Black to move
Spot the Power Move!

Solution from previous page.

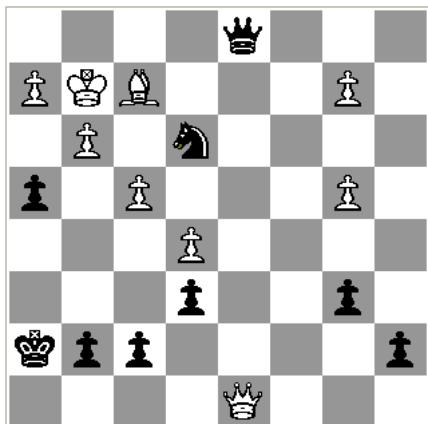


10...Qd1+

Whenever your opponent moves, you must conduct a Power Move evaluation. It could win you the game, as it does here. Notice that the white queen is now undefended, Power Move 3 and black also has Power Move 1. As mentioned elsewhere, the presence of two or more Power Moves often signals the opportunity to win material or more! Black checks the king on d1 and white resigns. See diagrams below.

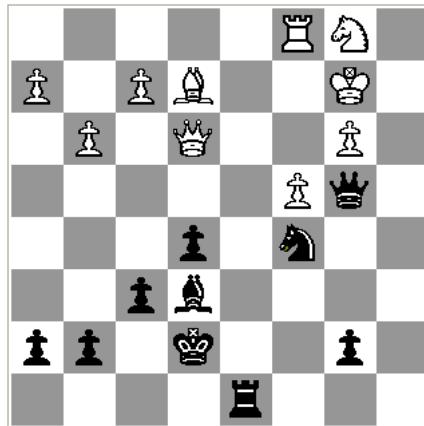


11. Kg2. White king runs to g2.



11...Nf4+!. Knight checks king, and black queen wins the white queen on the next move.

Improve Your Pieces



Black to move

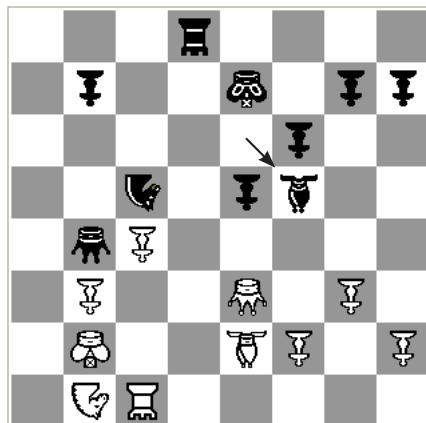
Chess is a team effort. United we stand. Divided we fall. Usually all the pieces must be in play for a successful assault. When looking for good moves, look for pieces which are neither defending or attacking anything and make them more useful. Put them to work, ideally for a particular purpose. It's black to move here. Find a piece that can be better placed, either attacking or working in concert more with the other pieces.

Spot the Move which "improves" a piece.

Upside down solution. Don't peek!

Bishop f5 supports the d3 square and attacks the white knight.

1...Bf5



White's king is exposed and black's pieces are very active, with pins and attacks and potential Power Moves. White has been placed in a defensive posture. Black must find a way to break white's resistance and win material or mate the king.

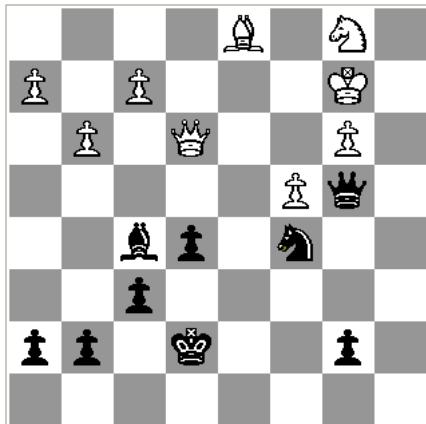


2. Rook d1

White seeks relief by trying to trade pieces, removing some of the attackers, so he attacks the attack. But it is too late.



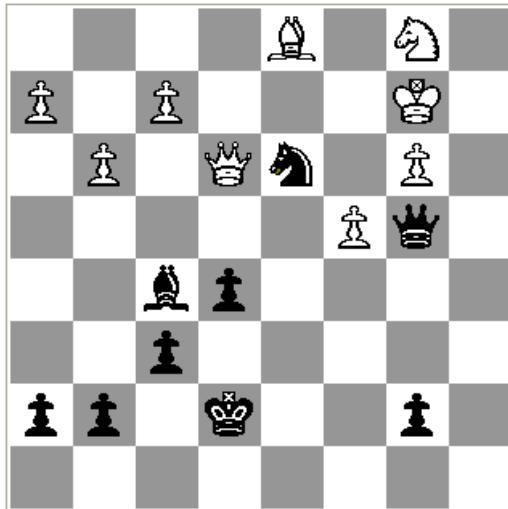
2...RxR



3. BxR

Black to move

Spot the Power Move!



3...Nd3+

The knight checks the king at d3, made possible with the support of the bishop, who, earlier, was made more useful.



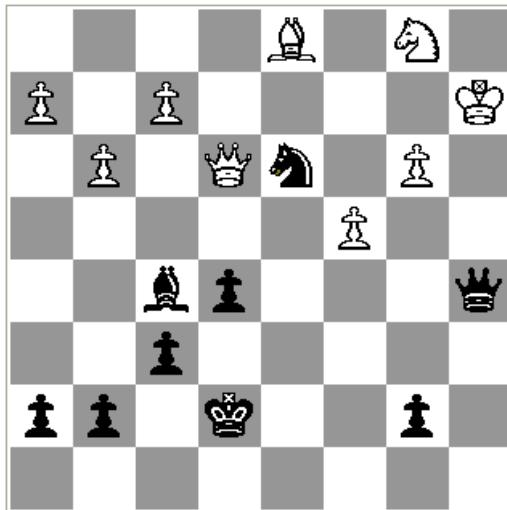
4. Ka2

The king runs to a2, the only “safe” square. King to c2 loses a piece in two moves, after the discovered check with the white bishop.

Black to move

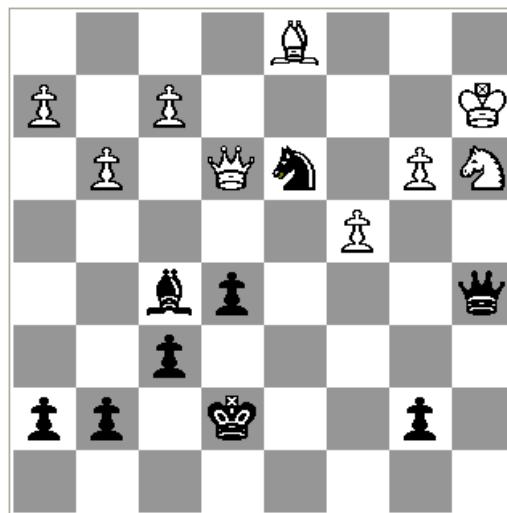
Spot the Power Move!

Solution from previous page.



4...Qa5+

Queen to a5 checks the king. Always look for Power Move 1!



5. Na3

The king cannot run, so only white knight to a3 can block the check.

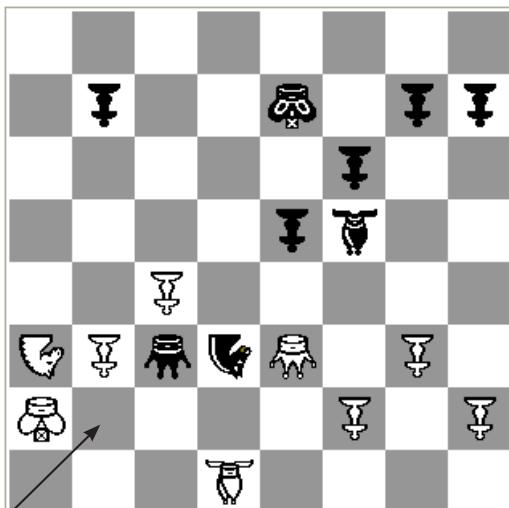
Black to move

Spot the Power Move preparation!

Upside-down solution. Don't peek!

There is no stopping the queen-knight mate at b2 or the loss of the white queen. (If the white queen moves to e2 to defend, the black knight can fork the queen and king at c1)

5...Qc3



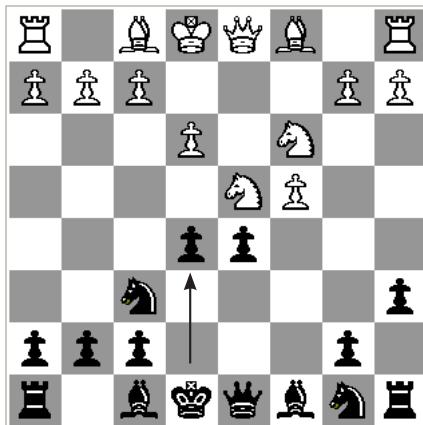
Positional Play with Power Moves

High-level positional play is characterized by the creation and slow exploitation of small advantages. Here we see black using Power Moves out of the opening to achieve a small spatial advantage.

1.Nd4



1...e5



Even out of some openings, Power Moves can help you complete your development and gain other strategic advantages.

2.Nf3



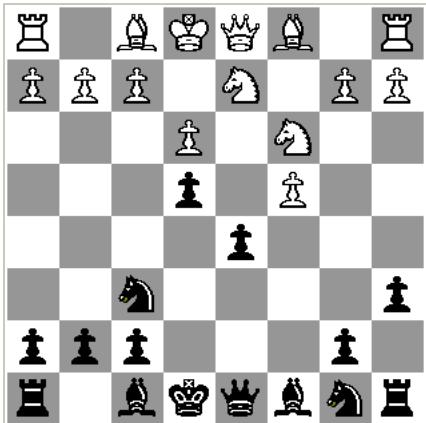
2...e4



2. The white knight retreats to f3

2...Black plays e4, the Power Move returns.

3.Nd2

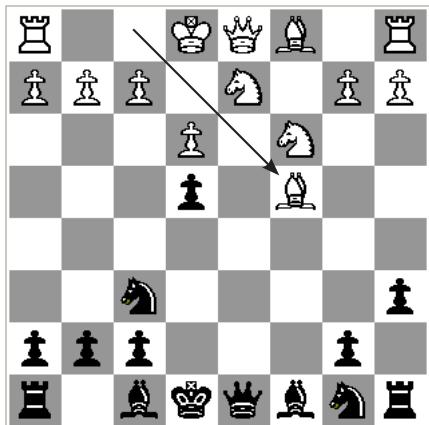


3. The knight retreats to d2.

3...dxc

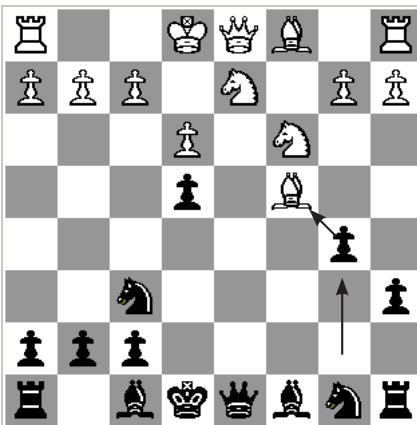


Now black plays 3...dxc



4. Bxc

The bishop recaptures the pawn. (Any knight capture at e4 prevents white castling, with QxQ, and gives black three pawns against two on the queenside.



4...b5

Now, Power Move 5 gives black the tempo to develop his queen bishop. Power Moves can be used to gain developmental tempos throughout the game.



5.Be2

The bishop retreats to e2



5...Bb7

And now black develops and defends the e-pawn with the bishop.

Avoid giving your opponent Power Moves. You can lose material or give your opponent a strategic advantage.

Here, black gained the upper hand out the opening because white played moves which allowed offensive Power Moves to be launched against him.

Gaining the initiative with tempo!

Having choices in life is usually a good thing, but in chess, when you have more than one choice, you can often choose the wrong move.



1...Nxd4

White to move

The black knight has just captured a knight on d4. White must recapture and he can do so with the queen or the pawn. Which is best? Think about this for a moment.

Taking with the pawn creates an isolated pawn and that's bad, right? And, aren't we supposed to centralize the queen? So, taking with the queen is better, right? Wrong!

A thorough evaluation would reveal the pawn on h2 already under attack by the bishop on d6. Offensively, but especially defensively, you should see how quickly your opponent can gang-attack an already attacked man.



2. QxN

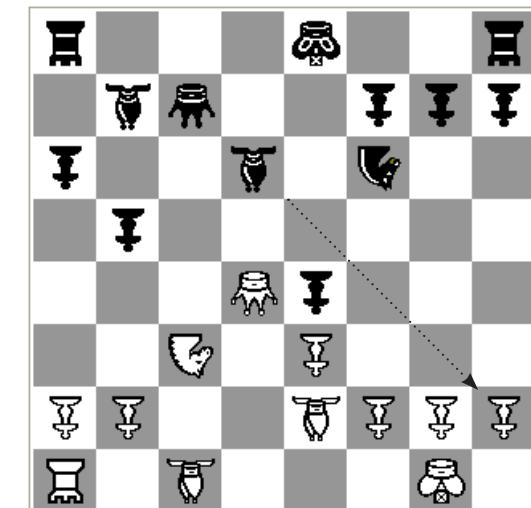
Here is the position after the white queen captures the knight at d4.

Black to move

Spot the Power Move!

Upside-down solution. Don't peek!

2...Qc7 gains-attacks the pawn on h2, which also gains a defended piece. Power Move 3 develops material tempo. Two against one is the same as an under-



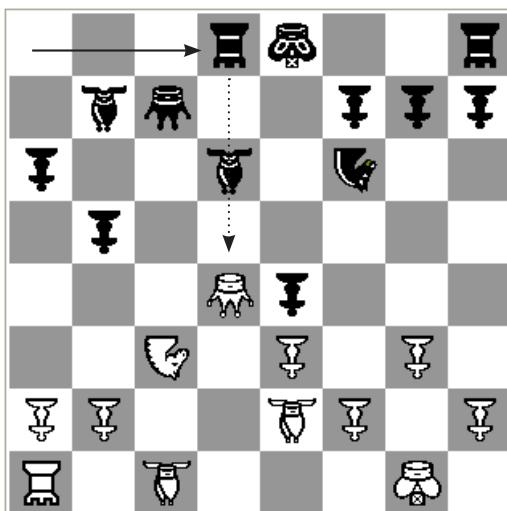


3. g3

Let's say white defends by playing g3. White's ok, right? You are black.

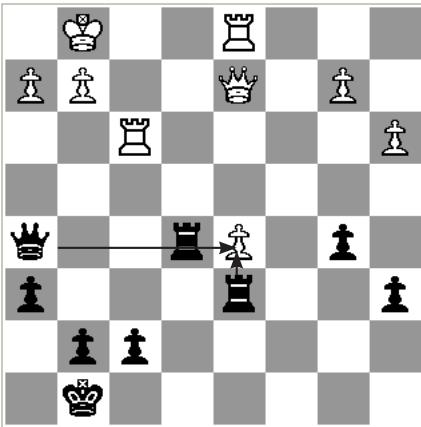
Black to move
Spot the Power Move!
Upside-down solution. Don't peek!

3...Rd8! Prepares Power Move 2 and brings the rook to an open file. White's ok, right? Wrong! The queen has few escape squares. After she retreats to d1 or d2, the bishop is free to capture the g2 and h2 pawns with a discovered attack on the queen! X-raying the queen is a beautiful thing.

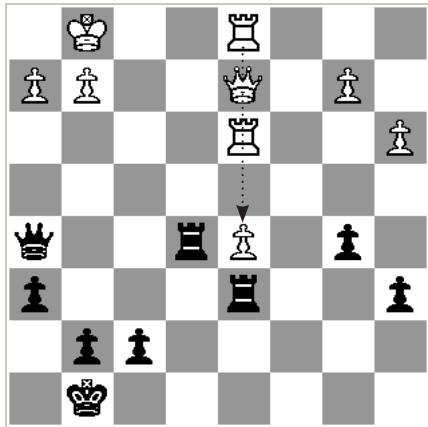


How to use enemy weaknesses!

In the following sequence, watch how black uses white's weak pawn on d5 to achieve other advantages.



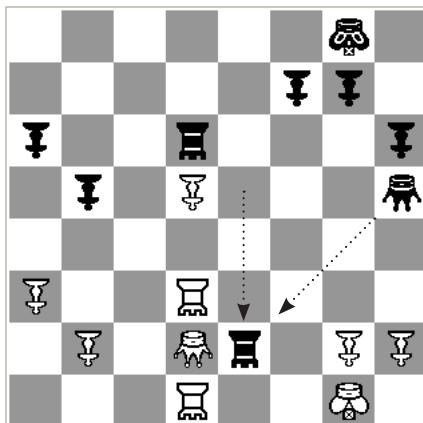
Three against two! All of black's pieces are attacking the pawn on d5. White must defend a third time.

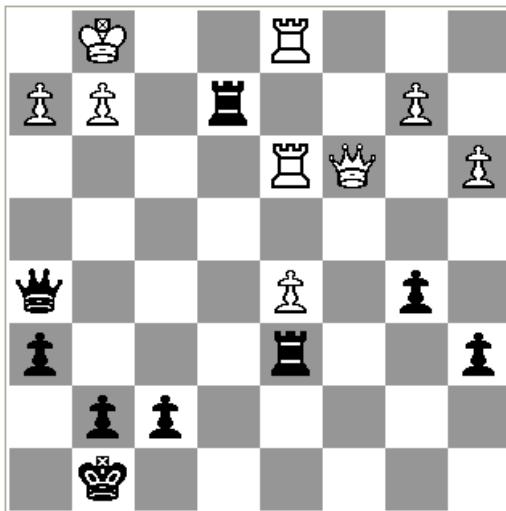


White plays 1. rook to d3
A triple defense.
Black to move.
Spot the Power Move!

Upside-down solution. Don't peek!

a strategic goal.
1... Rf2 attacks the white queen and gets a rook to the seventh rank,



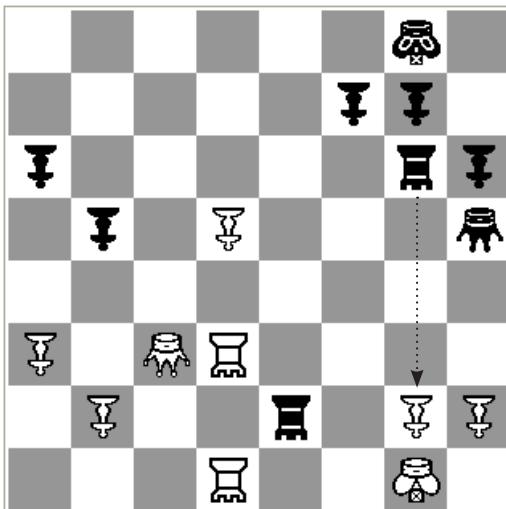


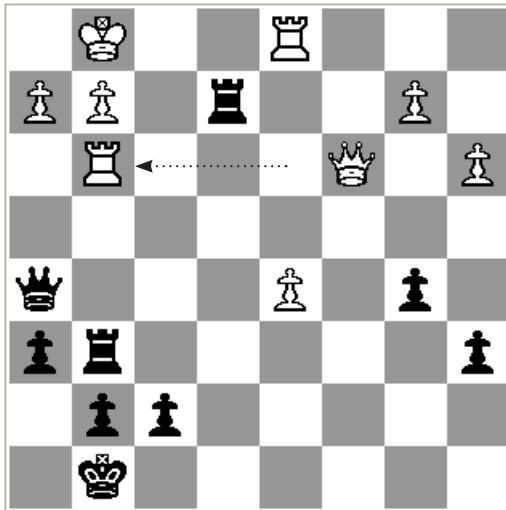
2. Qc3 The white queen runs to c3.

Black to move
Spot the Power Move Gang-attack!

Upside-down solution. Don't peek!

Power Move 3.
Black plays 2...Rg6. Two against one on the g2 pawn. The white king is vulnerable! Two against one is the same as one against none,





White plays 3. rook g3 blocking the attack.

Black to move

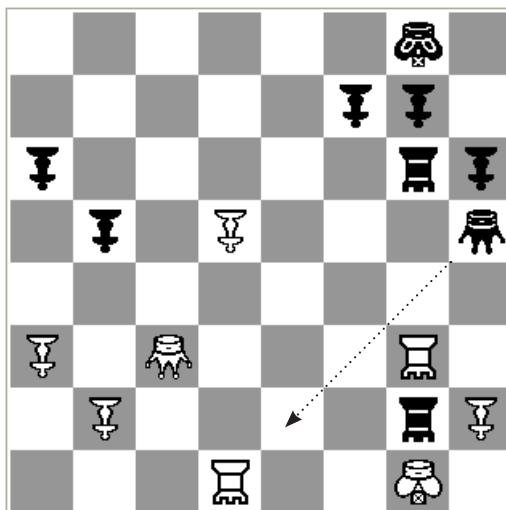
Conduct a Power Move evaluation and...

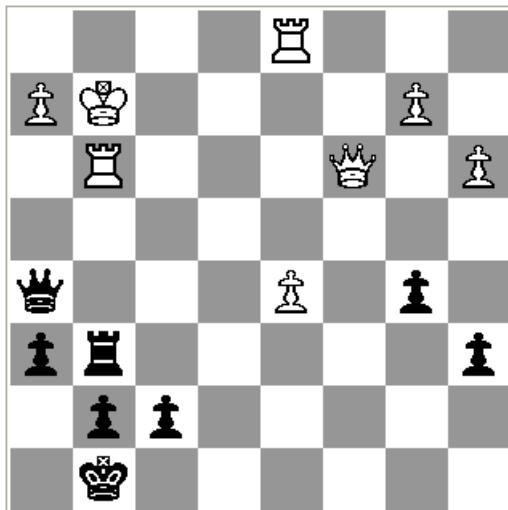
Spot the Power Move!

Upside-down solution. Don't peek!

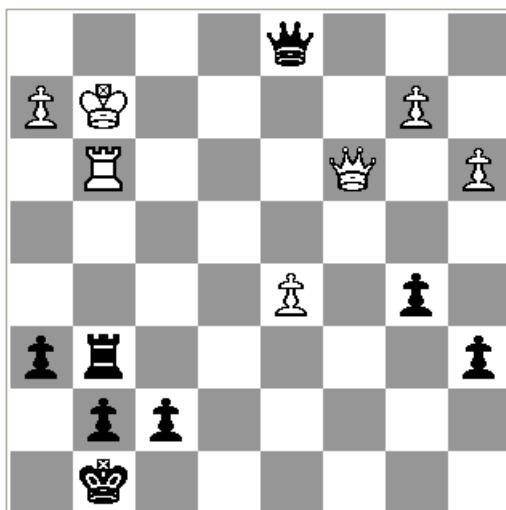
pawn.

3... Rxg2+!. Revealing the undefended rook at d1 with force and capture of a





4. KxR

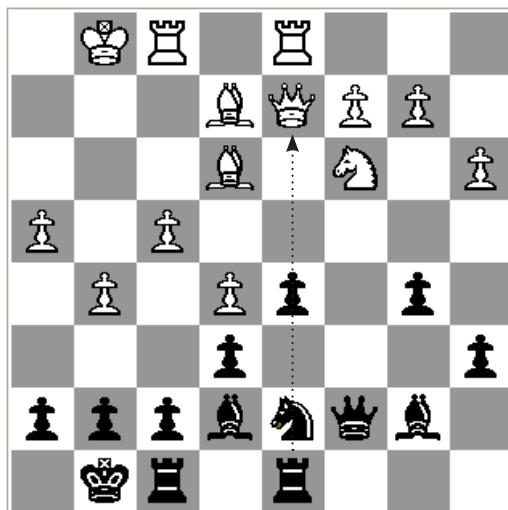


4...QxR

Although there is still a lot of play left in the position, black went on to win the game. The game continued: (34 Qc8+ Kh7 35 Qf5 Qe2+ 36 Kg1 Qxb2 37 Rxg6 Qd4+, 38 Kg2 fxg6 39 Qe6 Qh2+ 40 Kg1 Qxa3 41 d6 Qc1+ White resigned, since 42 Kf2 Qd2+ 43 Kg3 b4 44 d7 b3 45 Qe8 b2 46 d8 = Q Qxd8 47 Qxd8 b1 = Q would leave black three pawns down.

Exposing the X-Ray

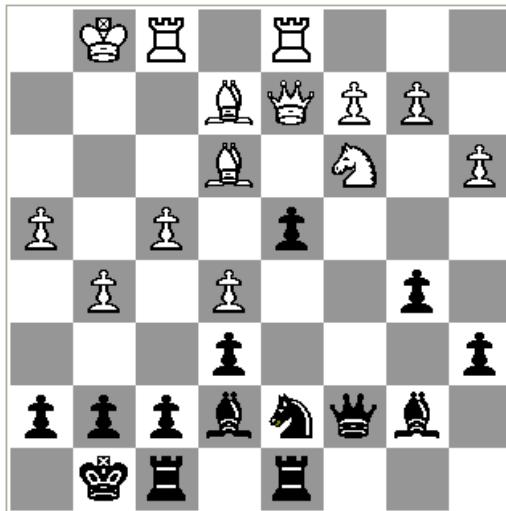
Earlier we learned that x-raying the queen is a beautiful thing. Learning to recognize the features which signal the opportunity to gain an advantage can immediately improve your play. X-rays are one of those features. In the diagram below, we see the black rook x-raying the white queen but there are two pieces in the path of the x-ray.



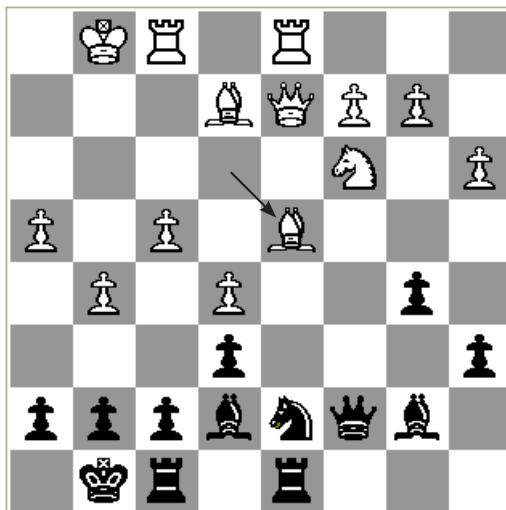
Black to move
Spot the Power Move!
Answer next page.

A Power Move evaluation also reveals Power Move 5. Time to put on the thinking cap and find a way to capitalize on our good fortune. The secret is to remove the obstacles of the x-ray with forcing moves—Power Moves and sacrifices!

Solution from previous page



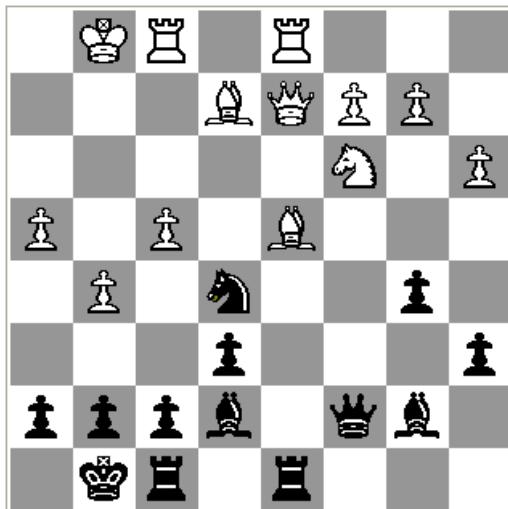
1...d4, Power Move 5, forking bishop and knight. (the bishop at b7 is now active!)



White plays 2. Bxd4

Black to move
Spot the Power Move!
Answer next page.

Solution from previous page.



2...Nxe5. Knight captures pawn at e5 revealing the full Power of the X-Ray which is now a pin, Power Move 4!



3. Qe3

The white queen moves out of the pin. Other moves fail. (BxN ...Qb6+, Bd4 ...RxB!)



3...Qc6

Black uses the tempo gained to form a battery with the bishop, threatening mate on g2. Black didn't mate but won a pawn and the game because he used the x-ray.

Tit for Tat!

Give your opponent a chance to make a mistake!

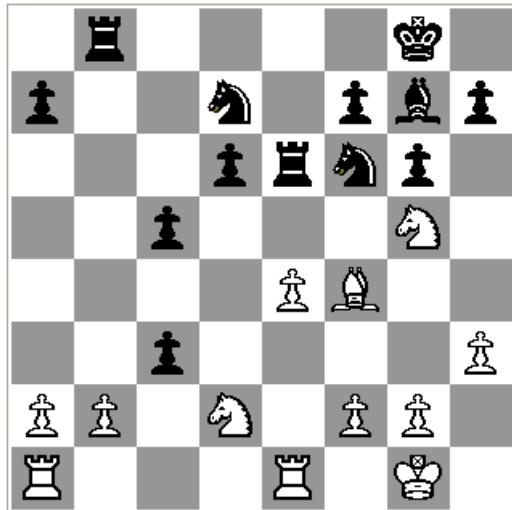


1. Ng5

One strategy masters often employ is a less obvious variation of *The Chicago Way*, which I call “Tit for Tat”. That is, if your opponent attacks one of yours, you can attack one of his of equal or better value. You can also seek to achieve compensation by way of gaining a strategic goal. This more complicated way of responding to a threat can induce an error by your opponent.

In the position above, white has just attacked the rook on e6 with the knight on g5, Power Move 5. Surely, the rook must move.

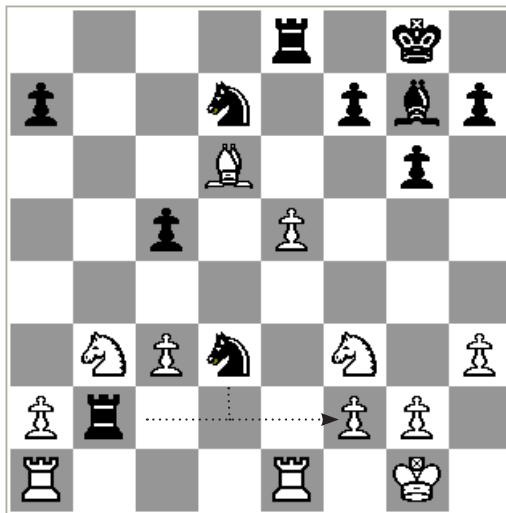
There are many opportunities in chess for counters and in-between moves, so Black takes this opportunity to find a *Tit for Tat* move and instead of moving the rook, he captures the pawn at c3 attacking the knight. See diagram, next page.



1...bxc

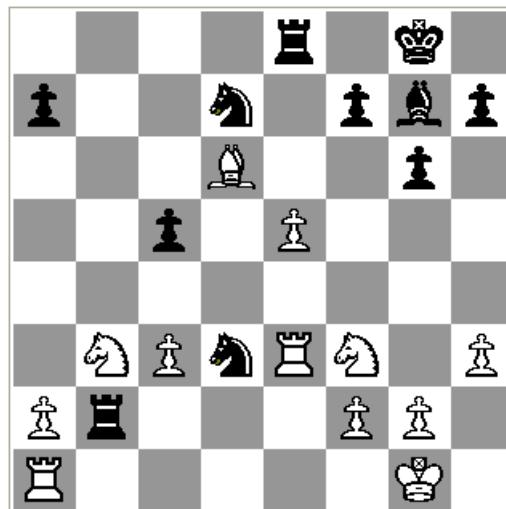
At first glance, it may seem that we can win a rook for a knight, but notice that after the pawn captures the knight, it will be attacking the rook and black will regain the rook or lose a piece, because both rook on e1 and knight on e6 will be under attack.

So, white captured the pawn, the black rook moved and the bishop captured the pawn at d6. A few moves later we have the position on the following page.



1...Nd3

After a few moves we see the black knight at d3 is attacking the rook on e1 and also the pawn on f2, which is already attacked by the black rook on b2. White could defend the pawn by moving the rook to f1, but this is a very passive move which would likely cause white to lose the game. Remember, pieces should first seek dynamic play before any defense.



2. Re3

Now, it is white who gives black a chance to go wrong. He plays

the rook to e3 attacking the undefended knight. If the knight captures the f2 pawn, the knight on b3 can swing to d2 cutting off the rooks's defense of the knight and the knight will most likely be lost. Instead black defends the knight with c4, simultaneously attacking the white knight on b3.



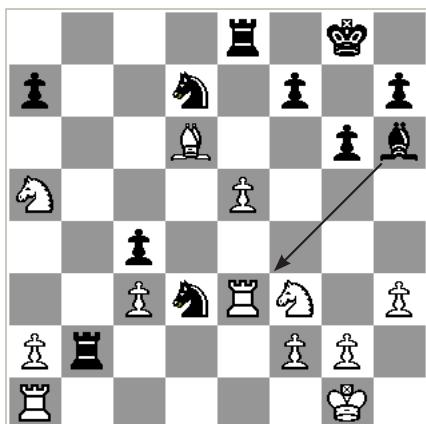
2...c4

Black responds with c4, defending the black knight and attacking the white knight.



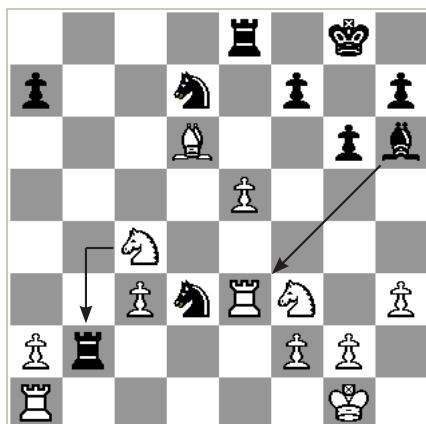
3. Na5

The knight swings to a5 attacking the undefended attacker, the c4 pawn.



3...Bh6

The black bishop attacks the rook at e3.Tit for Tat!



4. Nxc4

White responds with a tit for tat move, attacking black's rook.

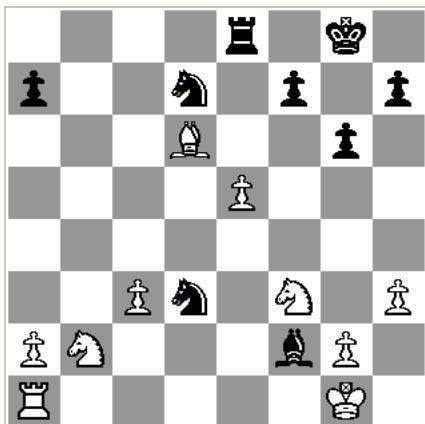
The Six Power Moves of Chess



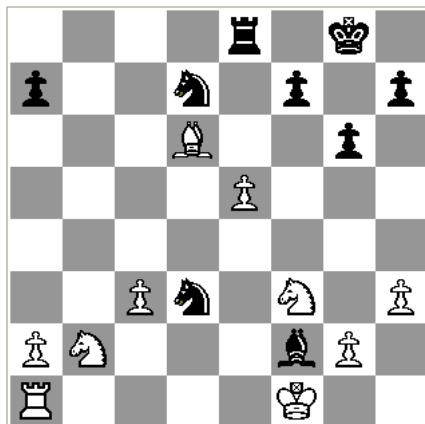
4...BxR



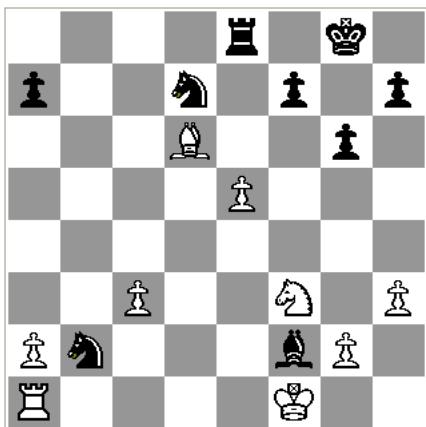
5. NxR



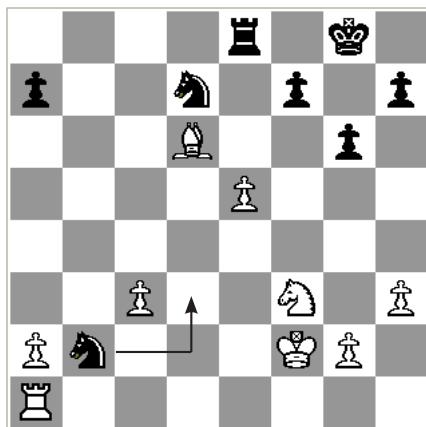
5...Bxf2+



6. Kf1



6...Nxb2



7. KxB

Now the black knight can check the king at d3 and win the pawn on e5, which will be attacked three times and defended only twice. Nice tit for tat play by both players and the game ended in a draw.

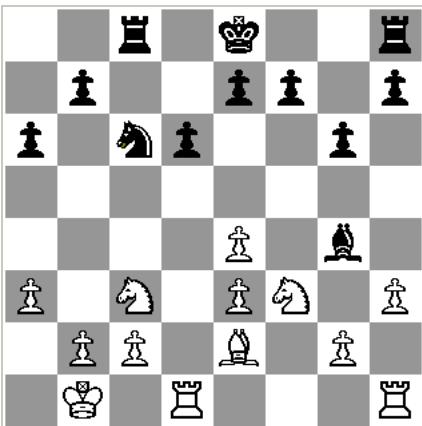
Bishop vs Knight!

In many games where the bishop has freedom of movement, the bishop is better than the knight. Primarily because he is quicker and can restrict the movement of the knight. Masters are always looking for the opportunity to trade a knight for a bishop.



White to move

We pick up the game at move 15. The board analysis reveals that white has center control. (a centralized rook, preventing e6, the pawn at e4 and the knight at c3 preventing the movement of the d pawn) Same force count on both sides, bishops of same color, white is more developed; black hasn't castled. White knight on c3 can penetrate to d5. White has doubled pawns. Also notice that the black bishop can be harassed by a little guy, Power Move 5.



15. h3

White plays h3 provoking the bishop. The bishop does not want to capture, because this would give white a bishop against knight in the endgame, a strategic advantage, when pawns are on both sides of the board.

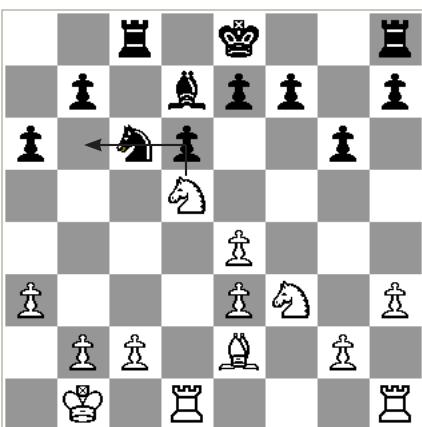


15...Bd7

The bishop runs to d7.

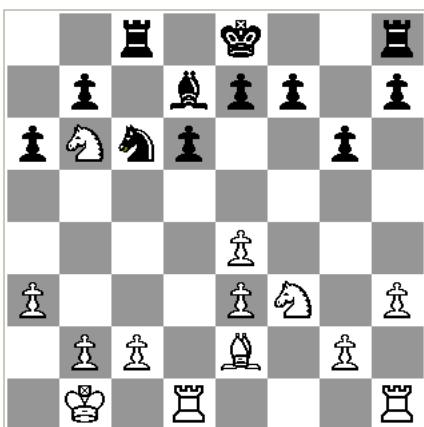
White to move

Spot the Power Move (or preparation)



16. Nd5

Knight d5 threatens Power Move 5 at b6. (Knight attacks rook, but more importantly, it will force the trade of the white bishop! After several other moves we pick up the game at move 19, where white launches...



19. Nb6

Strategic Power Move 5, trading the knight for bishop. After the rook runs, the knight captures the bishop and white later won.

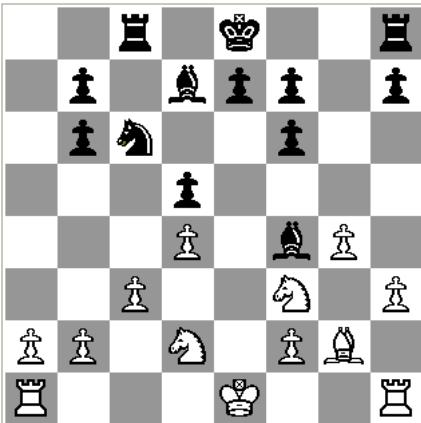
Don't needlessly advance King pawns!

Although pawns to h2 and h7 are seen in most chess games, virtually any pawn movement in front of the castled king weakens the king's protection and can provide attackable targets and known tactical maneuvers to advanced opponents.

1



2



White has advanced two king side pawns, providing black a target for an immediate attack.

3



4



2. Nf1. White plays knight to f1.

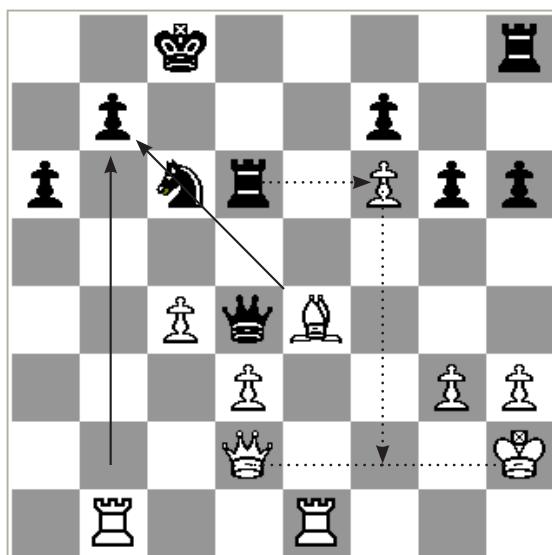
2...h5. And black advances the h pawn, threatening to win a pawn or create an isolated h pawn. (White chose the latter and played gxh and later lost the game.)

Deep Thought!

Improving your position.

The best chess moves simultaneously integrate strategy, Power Moves and tactics. Often in chess, you must slowly increase one or more seen and unseen force before your attack can be successful. Your opponent usually has many defensive capabilities, which is why so many grandmaster games end in draws.

Waitzkin, J. vs Blatny, P.



One-two!

White to move

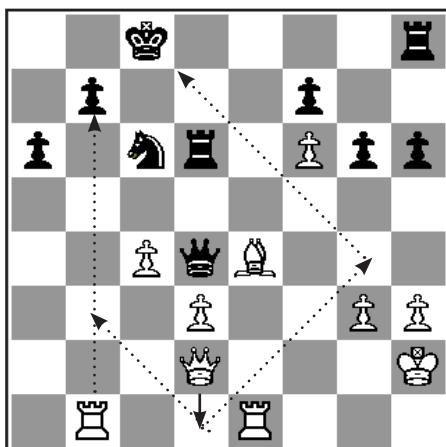
In the diagram above, we see the bishop is in an attack posture against the black knight and x-raying b7. Your evaluation should always include what pieces are already being attacked and x-rayed. We see the white rook attacks the pawn on b7, defended only by the black king. Pawn count is even but the white pawn on f6 will soon be a goner, as it is attacked both by the black queen and rook. Black has a nice one-two Power Move threat by capturing the f6 pawn with the rook and then checking the king on f2, which would win the white queen. You must conduct a defensive Power Move evaluation before each move.

With these considerations, white must find a move which will improve his position and punish black should he proceed with the one-two threat. **We never know what our opponent will do, therefore, the moves you choose should improve your position whether or not your opponent makes the moves you think he could or should make.**

Find the weak point and gang up on it!

Time for an offensive Power Move evaluation. Can we check or prepare to check? Yes, queen to d1 or e2 prepares to check at g4. One-two! Is there a difference between moving the queen to d1 vs e2? This question can be answered when we consider strategic goals as well. Can we also prepare a strategic/gang-attack goal in addition to preparing the check? It would be nice to form a battery with the rook on b1, gang-attacking the pawn on b7. The b7 pawn is black's main weakness and the white bishop is already x-raying it as well. So, white should continue to gang-attack this point.

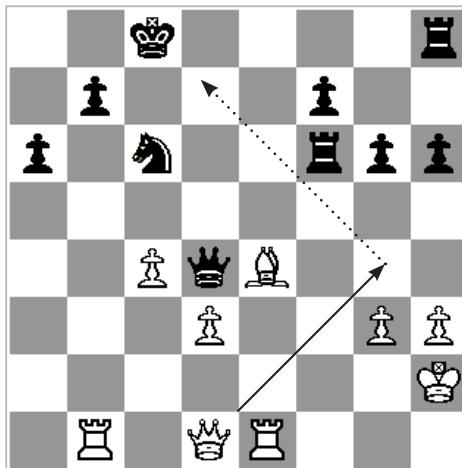
So, queen e2 or d1? The answer is Qd1, because this move also prepares a battery at b3. (This move does allow the black Queen to check the white King from the f2 square but the bishop can slide back to g2 and block the check. This is probably the best move for black which he did not make in the actual game however and lost the game. Even Grandmasters do not always make the best moves.)



Can you see how Qd1 punishes Rxf6?
Very Difficult!

When you are the attacker, it makes calculating variations easier, because you decide when to capture. Remember, we can capture the knight with the bishop or the pawn at b7 with the rook whenever we want. Here is the position after 1. Qd1 Rxsf6

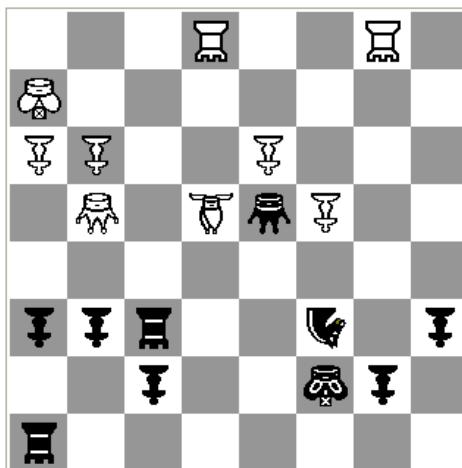
Visualize four moves deep



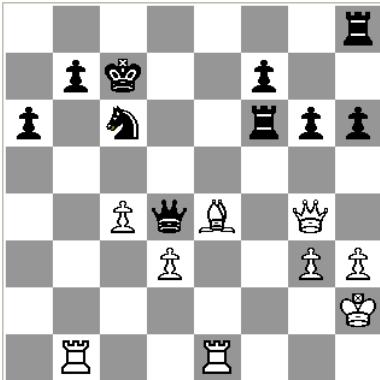
Now let's calculate what happens after the check at g4. The black king must move, but he is guarding the b7 pawn, so he needs to continue to defend it at c7 or b8. Visualize what new opportunities present themselves with the king on either of these two squares.

Upside-down board position

2.Qg4+ 2...Kc7



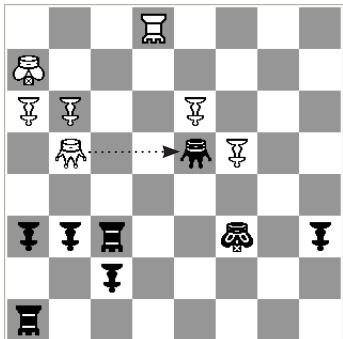
After 2.Qg4+...Kc7 Visualize three moves deep



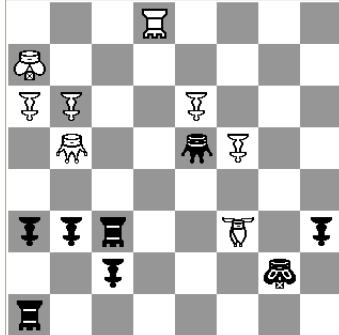
White to move

Although difficult, it's possible to visualize three and four moves deep when all the moves are checks! The white queen is x-raying the black queen. Win it!!

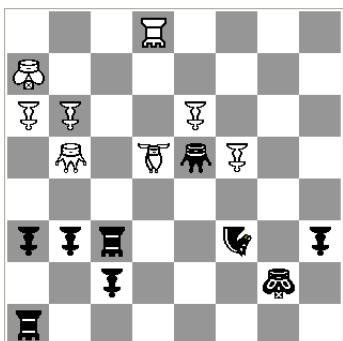
capture the black queen!
The white queen is free to



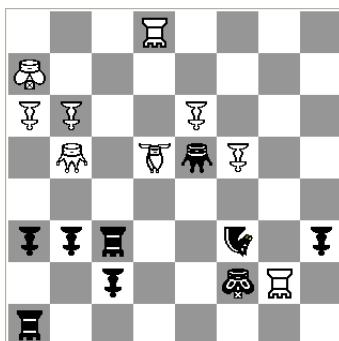
4...KXB



4. BXN+



3...KXR

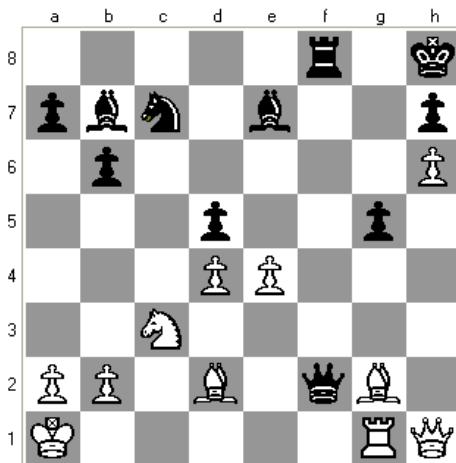


3. RXB7+

Complex Power Move Opportunities

Two or more offensive Power Moves present at the same time can signal an opportunity to launch a tactic or gain a strategic goal. In the diagram below, it is white to move. Conduct an offensive and defensive Power move evaluation.

White to move

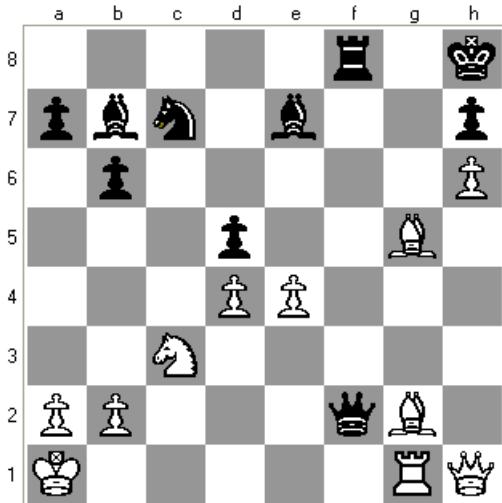


Spot the Power Move!
Solution next page. Don't Peek!

Your evaluation should have revealed that the white queen can be attacked by rook to f1, Power Move 2, and that both black bishops are undefended, Power Move 3. A defensive Power Move evaluation reveals white's undefended bishop on d2.

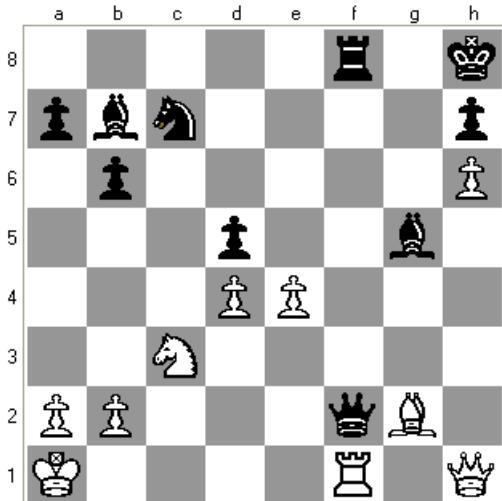
Combine all these Power Move ideas and find the Power Move continuation. Also worth noting is that the black king has only one escape square. Solve your problems while simultaneously causing problems for your opponent.

The Six Power Moves of Chess



1. Bxg5!

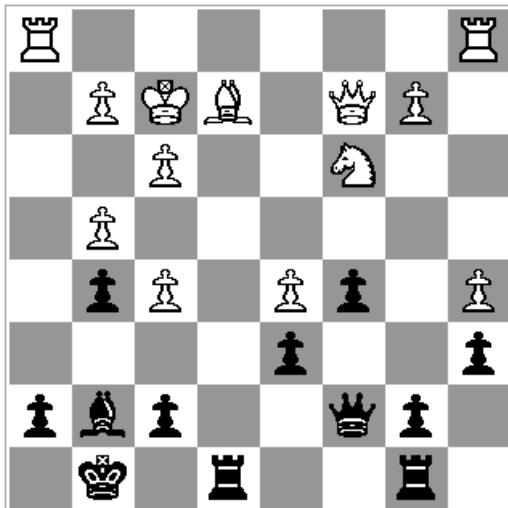
Bishop takes g5 simultaneously removes white's undefended piece and attacks black's undefended bishop which is very difficult to defend without losing more material. If black plays the natural BxB, then white can launch the second Power Move, winning the queen. See diagram below.



1...BxB 2.Rf1. If the black queen moves, the white rook will capture the black rook with checkmate. Black is forced to give up the queen!

Power Move Penetration

Look for Power Moves to help you gain strategic goals. You must get one step ahead of your opponent to achieve your goals and forcing Power Moves are the key.



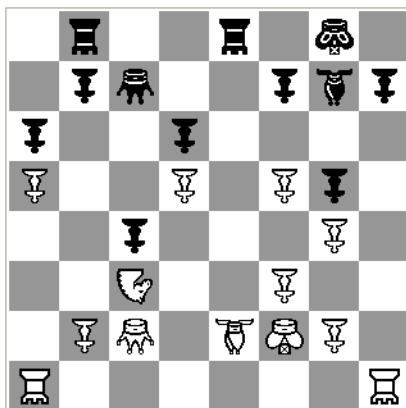
Black to move

Doubling rooks on an open file is a strategic advantage.

**Spot the Power Move preparation which can help achieve this goal.
Difficult.**

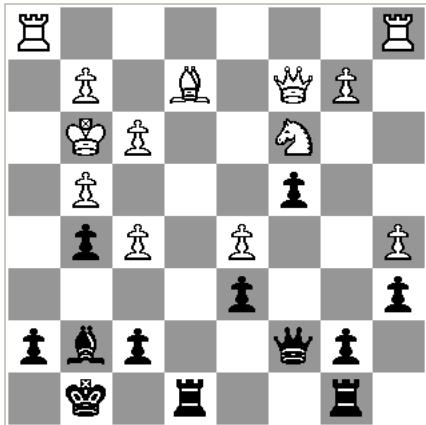
Upside-down solution. Don't peek!

1...c4, Pawn to c4 allows the queen to check the king from c5. When the king moves, the rook can penetrate to e3, allowing the other rook to double at e8.

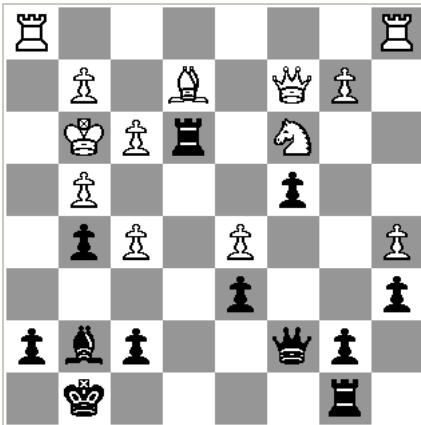


The Six Power Moves of Chess

2 .Kg3



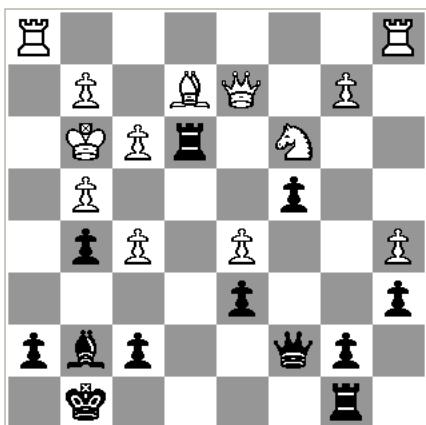
2...Re3



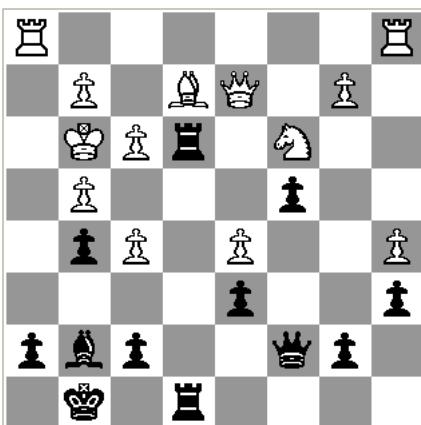
The King avoided the potential check by moving to g3.

The rook slides to e3, which prepares the doubling of the rooks.

3.Qd2



3...Re8



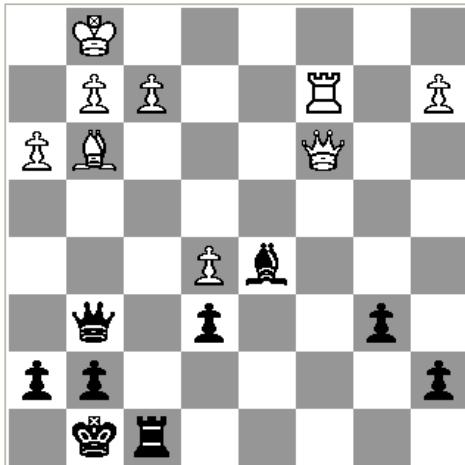
The white queen attacks the rook.

Now the second rook doubles on the e file. Mission accomplished.

You must achieve your goals with tempo, otherwise your opponent will have time to defend or stop your plans.

Power Move X-rays

In the position below, notice that black's pieces are attacking or x-raying a white piece or pawn. Notice also, that the white pieces are attacking nothing! Being the attacker usually allows you to create winning Power Moves.

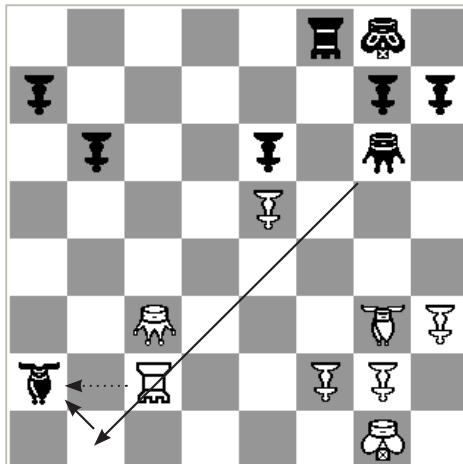


Black to Move

Spot the Power Move x-rays and win material!

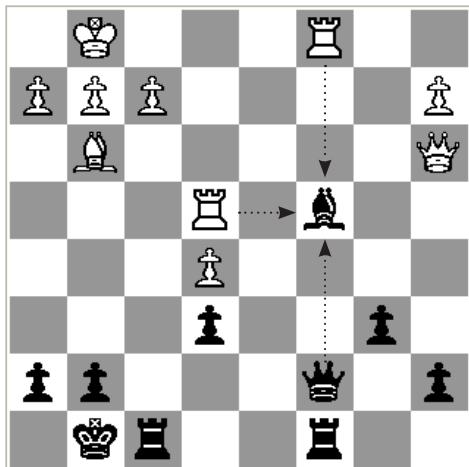
Upside-down solution. Don't peek!

Queen will check the king and win the undefended rook.
get away with capturing the a2 pawn. If the rook captures the bishop, the
Bx2!. The Queen x-rays a check through the rook at b1, so the bishop can



Punish Your Opponent's Threats!

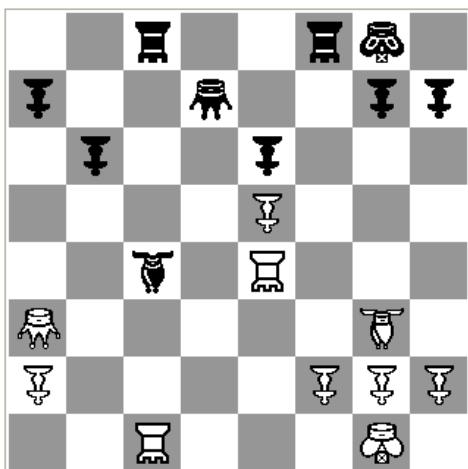
Good chess moves lure the opponent into making errors. This is often accomplished by finding your opponent's threats and finding Power Moves which punish him if he follows through with his threats. Below, white is threatening to win the black bishop. (Because the black queen is the first defender, she would have to trade herself for the bishop.)



Black to move

Spot the Power Move Punishment Preparation!

Upside-down solution. Don't peek!
Chicago Way!"
2. RxB 2...RXR 3. RXR 3...Qd1# The Bishop and Queen are saved "The
to d7 prepares to mate the king at d1 should white capture the bishop.
1...Qd7. A strategic evaluation reveals a weak back rank. Moving the queen



Prior proper preparation prevents problems probably!

Good chess moves are preparations for Power Moves. You are black in the position below. Conduct an offensive Power Move evaluation and simply find the preparation.

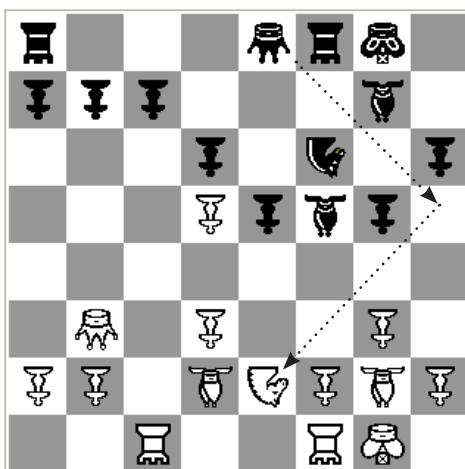


Black to move
Spot the Power Move Preparation!

Upside-down solution. Don't peek!

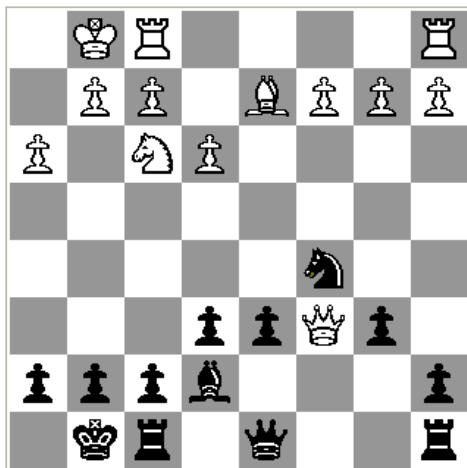
Queen to e8 prepares to attack the undefended knight on e2. Queen to h4 was enough to give the grandmaster the initiative. Black won the game.

1...Qe8



Prepare to trap a piece !

When Power Move 5 is present, it becomes possible to trap pieces. You should look at the escape squares available to the piece which will soon be on the run. In the position below, spot the Power Move and then find the preparation to prevent the escape of the piece.



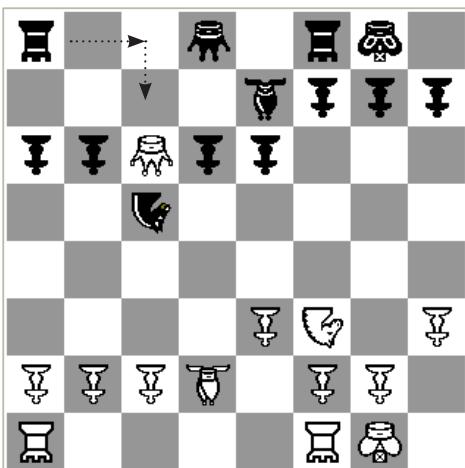
Black to move

Spot the Preparation to trap a piece.

Upside-down solution. Don't peek!

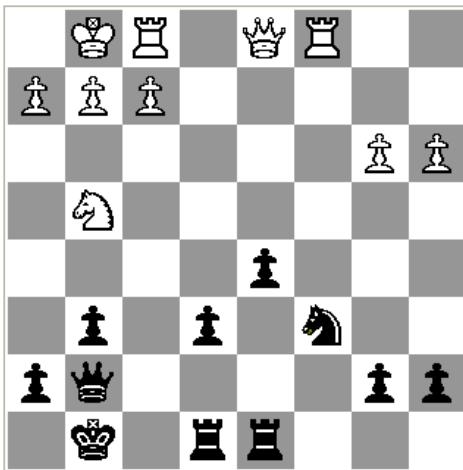
Notice that the white queen has only one square to run to after the black rook attacks it from c8. By first preventing the flight to b5, it may be possible to win the queen, if the opponent fails to see the trap.

1... pawn a6



Prepare to trap a piece 2!

Find the available Power Move and then prepare to trap the piece.



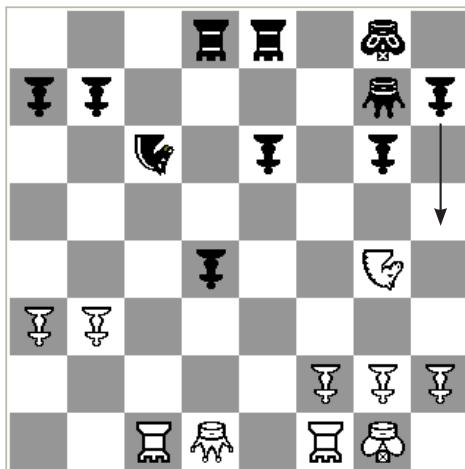
Black to move

Spot the Power Move Preparation!

Upside-down solution. Don't peek!

Pawn to d4 simultaneously advances the passed pawn and prepares to trap the knight with Power Move 5, pawn to h5.

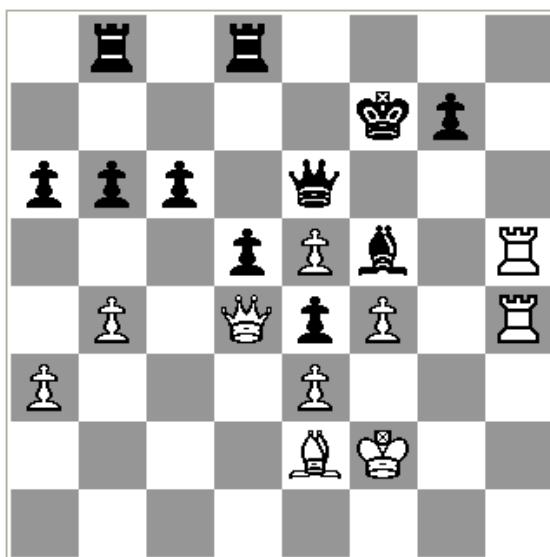
1...pawn d4



Prepare to trap a piece 3!

Capture + Power Move

Forcing moves allow you to calculate several moves deep and as you know by now, the most forcing moves are Power Move captures, especially when the intent of the capture is to unveil the next Power Move. The brilliant combinations are there on the board, waiting to be found. You simply need to know how to look for them.



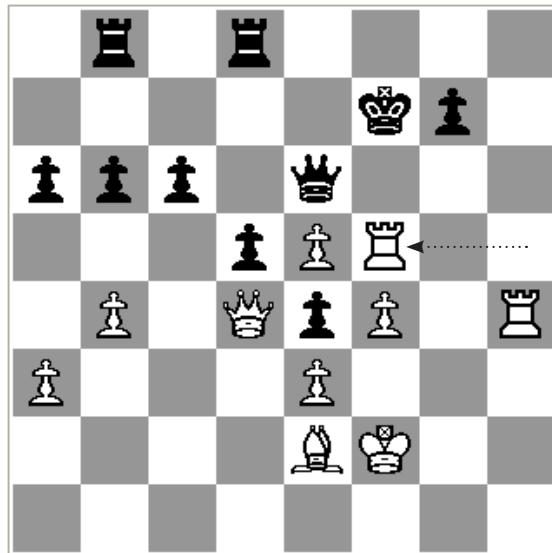
White to move

Part of your evaluation should include the mobility or lack of it of each piece. This can reveal the possibility of trapping a piece, or of being trapped! (This can also tell you if you should trade your less mobile pieces for your opponent's more mobile counterpart, or where you should or should not do battle.) You should ask where the piece can escape to after it is attacked by a little guy—Power Move 5. These hints should be adequate to help you find the winning Power Move combination.

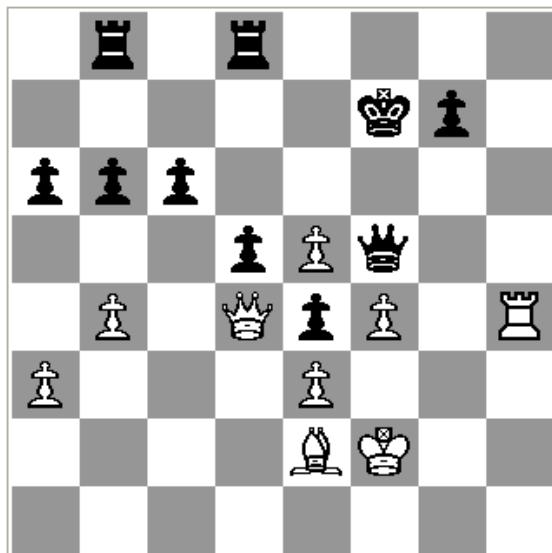
White to move

Spot the one-two Power Move combination!

Solution next page.



1. RxB!



1...QxR

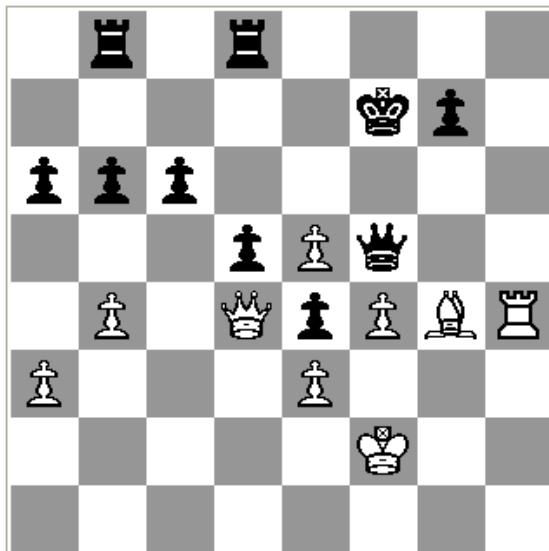
You have just given up a rook for a bishop. You must find the winning continuation.

White to move

Spot the “right” Power Move!

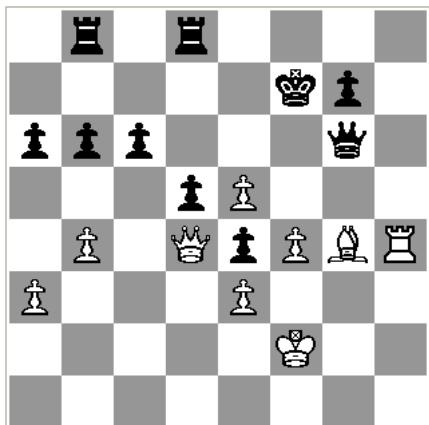
Solution next page.

The Six Power Moves of Chess

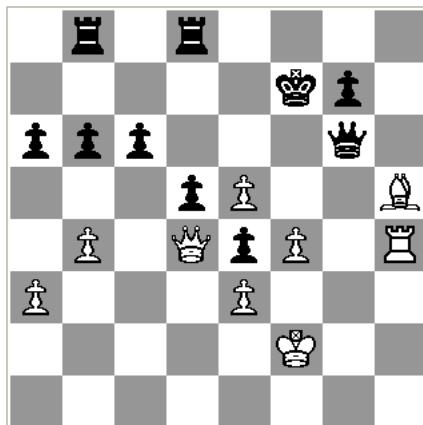


2.Bg4

Not Power Move 1, but Power Move 2, wins the queen. Checking the king would allow the queen an escape square.



2...Qg6



3.Bh5! wins the queen!

“Excellence at chess is one mark of a scheming mind.”
-Sherlock Holmes

The Road to Chess Excellence

Because of the plethora of chess opening books, many chess players believe that the road to chess improvement is through the study of openings. Although this may be true for experts and Masters, for players below expert level, the study of chess openings is a misuse of time. Because even if you gain an opening advantage, a more skilled player will beat you in the middle game. You can't memorize your way to chess excellence.

Your first goal is to become a skilled chess fighter, which can be gained through the study of the use of Power Moves, tactics and strategy. And, of course, playing lots of chess. By following opening and strategic principles, your openings will be adequate :-), without the need for memorization! What's more important is to understand the ramifications of each move and how it impacts the center, the safety of the king and the development of your pieces. The point is to play a lot of chess and learn good opening moves the hard way. :-)

Although all players are striving for perfect play, the perfect chess game has yet to be played. All players make mistakes from beginner to Grandmaster to World Champions. Why? Because we're human. Why? Because chess is also a sport and during competitive play psychological pressure induces errors. Why? Because chess is complex, which makes it, oh, so much fun!

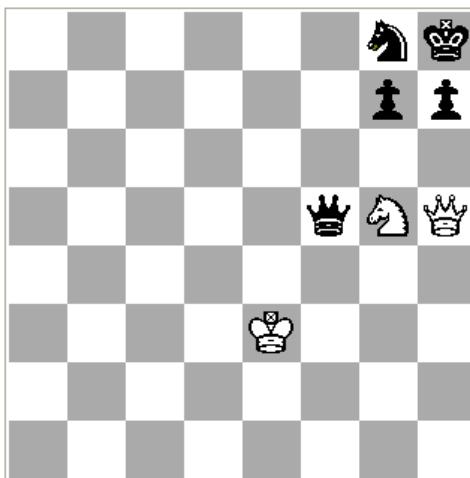
So, don't worry if you make mistakes. You are in good company. As you improve, the mistakes will decrease and you will win more games.

7

Power Move Mates! The Sacrifice

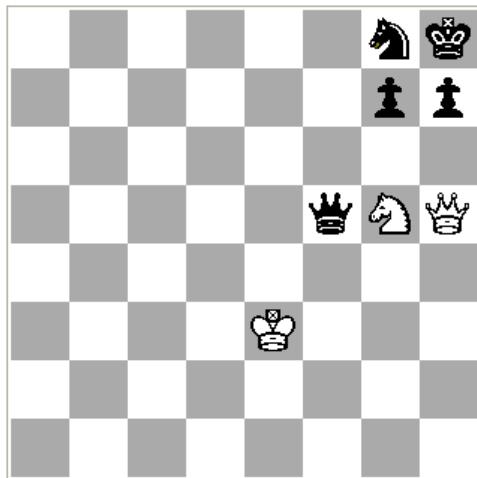
A sacrificial move is one in which a piece is deliberately lost or exchanged, often but not always, for a lower rated piece, in the hopes of gaining more material, strategic compensation or checkmating the King. In the Power Move mates to follow, sacrifices are a key feature. The following “Power Move Mates” are famous positions which have inspired chess players through the ages. Visualizing Power Moves in one, two and sometimes three moves is the key to their creation.

Sacrifices can be used to break down a defense or remove defenders, to open lines or squares for pieces, to attract pieces or defenders, for defensive “suicide missions”, and at times to force a stalemate. **You must be hyper-aware and evaluate all sacrifices, both offensively and defensively, before you move.**



“A good sacrifice is one that is not necessarily sound but leaves your opponent dazed and confused.” -Spielman

Power Move Mate1



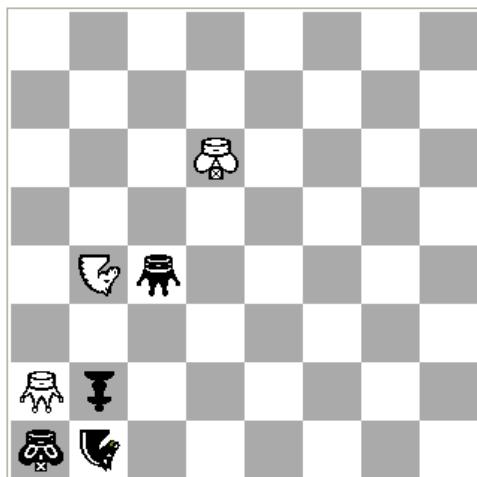
**White to move. Mate in two.
Spot the Power Move!**

Key feature: Cramped King: Black King has no escape squares.
See all the checks, including sacrificial checks.

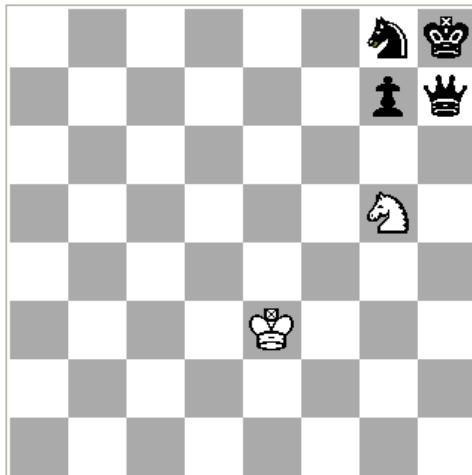
Upside-down answer below. Don't peek!

White sacrifices his queen for a mating attack!

1. Qxh7



Power Move Mate1 cont.



1...QxQ

Black must recapture with the Queen.

White to move

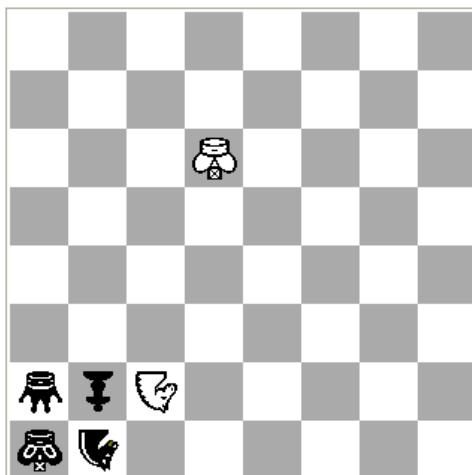
Spot the Power Move!

Upside-down answer. Don't peek!

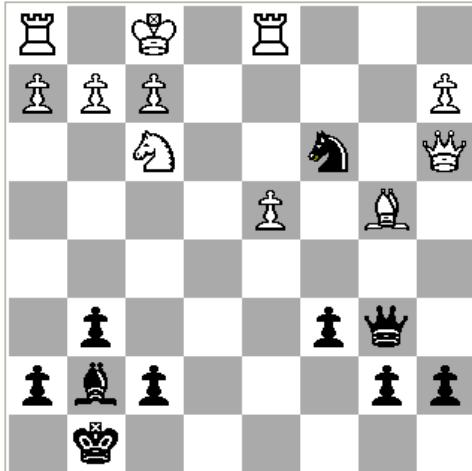
escape the check.

As the name implies, the King is smothered and has no way to

2.Nf7#



Power Move Mate 2

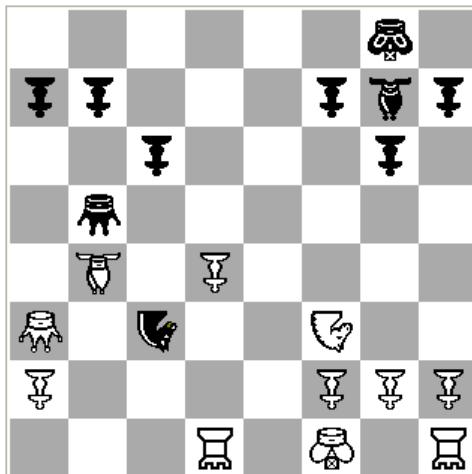


Black to Move

Spot the Power Move!

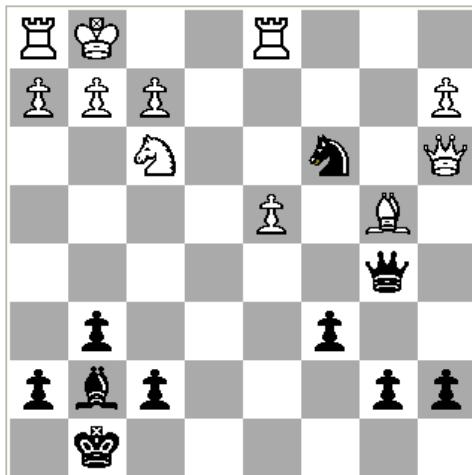
Upside-down answer. Don't peek!

1...Qb5+



Black queen checks king.

Power Move Mate 2 cont.



2. Kg1

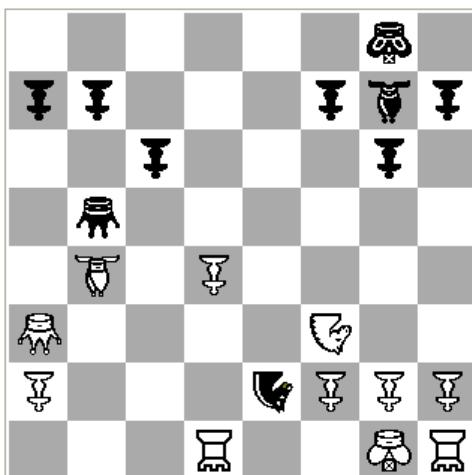
White king runs to only escape square. If the king moved to e1, he would be mated by Qe2#.

Black to move
Spot the Power Move!

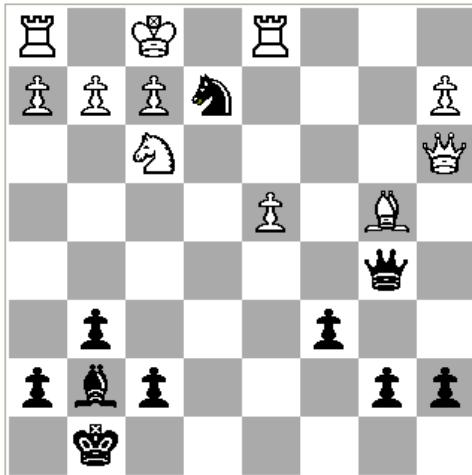
Upside-down answer. Don't peek!

Black knight checks king.

2... Ne2+



Power Move Mate 2 cont.



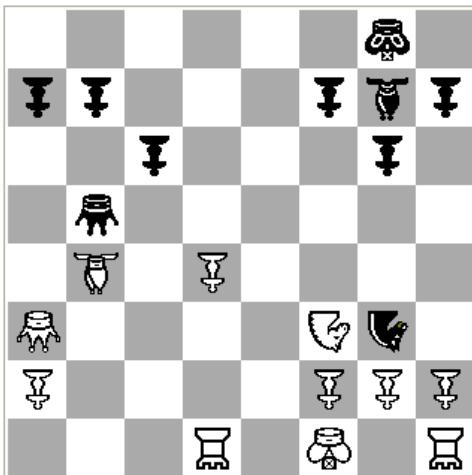
3. Kf1

King runs back to only escape square.

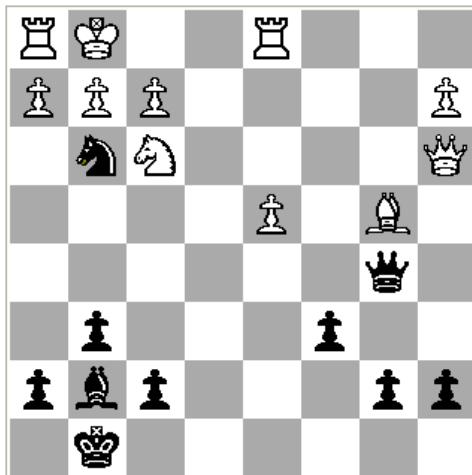
Black to move
Spot the Power Move!

Upside-down answer. Don't peek!

Knight and queen double check the king.
3...N_{g3}+



Power Move Mate 2 cont.



4. Kg1

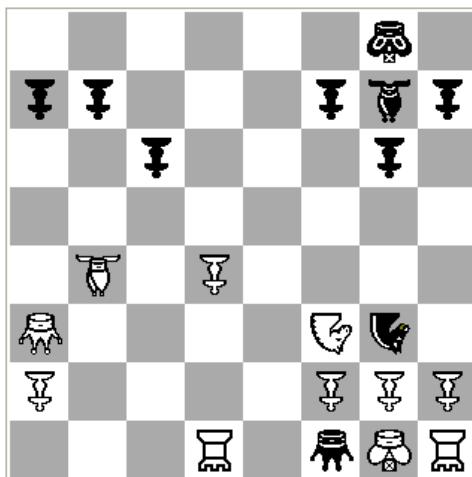
King runs back to only escape square.

Black to move
Spot the Power Move!

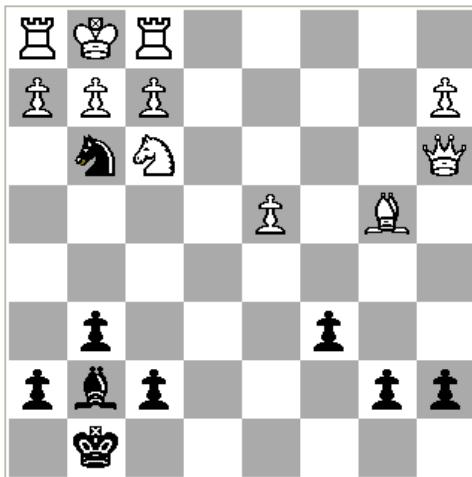
Upside-down answer. Don't peek!

Sacrificial queen check.

4...Qf1+



Power Move Mate 2 cont.



5. RxQ

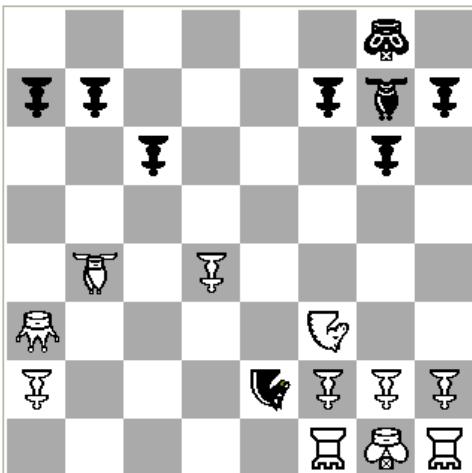
Only the rook can capture, as the knight was defending the queen.

**Black to move
Spot the Power Move!**

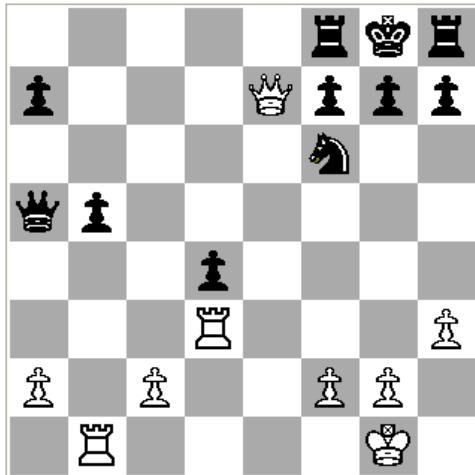
Upside-down answer. Don't peek!

squares.

The knight delivers mate! The king is smothered and has no escape squares.
5...N_e2#



Power Move Mate 3



White to move

Spot the Power Move!

Solution next page. Don't peek!

Remember, that all things being equal, your opponent must recapture after a piece is captured. If he doesn't recapture, then you will be up a piece and most likely win as a result.

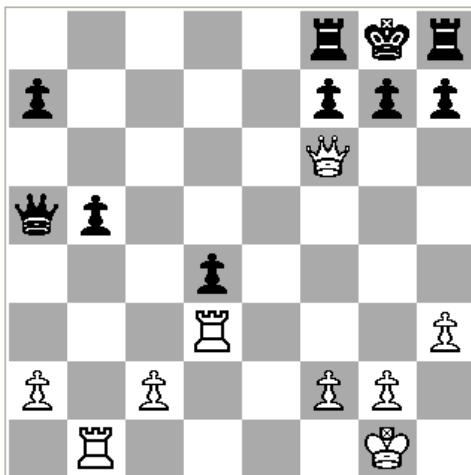
Can you see a check in two moves? Actually, checkmate!

Imagine pieces or pawns missing from the board and then find a way to move them. This is a variation of removing the guard.

Visualize the rook checking the black king in two moves, ignoring the obstacles. One-two, one-two. This is the secret to chess brilliancies!

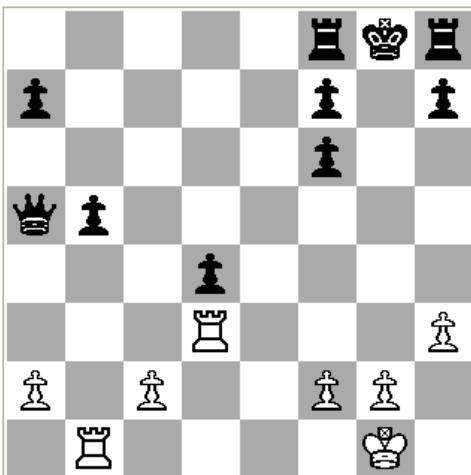
Power Move Mate 3 cont.

Solution from previous page.



1. QxN

Queen captures knight at f6!



1...gxQ

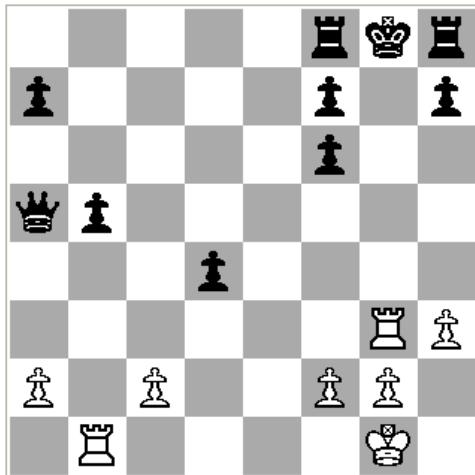
Pawn recaptures the queen. You can use captures to create unobvious Power Moves. That's why you must be hyper-aware of the Power Move consequences of all trades and captures.

Spot the Power Move!

Answer next page. Don't peek!

Power Move Mate 3 cont.

Solution from previous page.



2. Rg3# Mate!

(Black should not have captured the queen, as it was not a forced move)

Power Move Mate 4

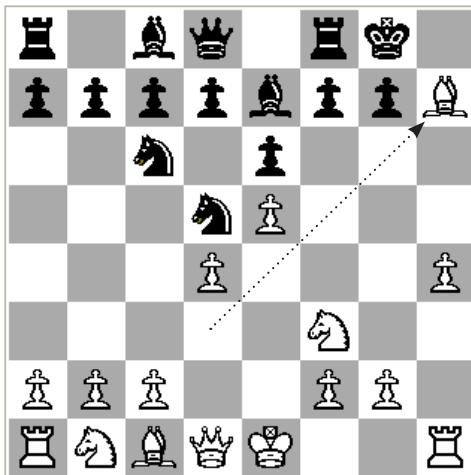


White to Move

Spot the Power Move!

Answer next page. Don't peek!

Power Move Mate 4 cont.



1. Bxh7

Check!, with a bishop sacrifice.



1...KxB King recaptures.

White to move

Spot the Power Move!

Upside-down answer next page. Don't peek!

Solution from previous page. Don't peek!



2. Ng5+
Knight g5 check!

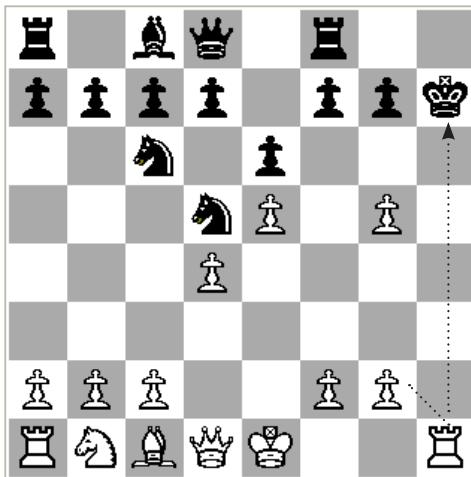


2...BxN
Black captures the knight with the bishop.

White to move
Spot the Power Move!
Answer next page. Don't peek!

Power Move Mate 4 cont.

Solution from previous page.



3. hxB

Pawn captures Bishop, a discovered check by the Rook. Taking with the pawn, instead of checking with the queen, allows the rook to also enter the attack. Two attackers are better than one!



3...Kg8 The King runs.

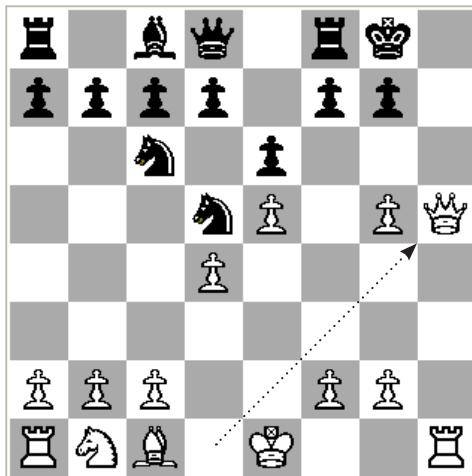
White to move

Spot the Power Move preparation! one-two!

Answer next page. Don't peek!

Power Move Mate 4 cont.

Solution from previous page.



4. Qh5

Queen to h5, prepares to check or checkmate.



5...f5

White to move. Prepare to prevent the escape.

Black creates an escape square for the King to run, by pushing the pawn to f5. **Spot the preparation for Power Move 1.** Yes, there are two possible checks, on h7 and h8, but the King can run to f7. Prepare to prevent the escape. *Answer next page. Don't peek!*

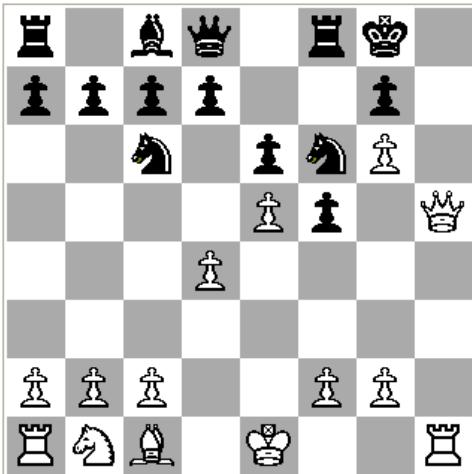
Power Move Mate 4 cont.

Solution from previous page.



6. g6

The pawn advances one square to prevent the escape. Remember to think in terms of two moves, the ol' one-two. Don't rush to check when you can prepare to checkmate instead!



6...Nf6

The black knight moves to f6 attacking the queen, but...

Find the obvious mate.

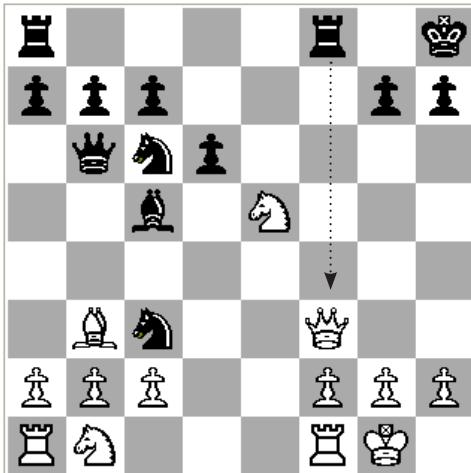
Power Move Mate 4 cont.

Solution from previous page.



Qh8. Mate!

Power Move Mate 5



**White to move.
Spot the Power Move!**

Notice the white Queen is under attack. Should you move the queen or use the Chicago way? Consider the black king's mobility.

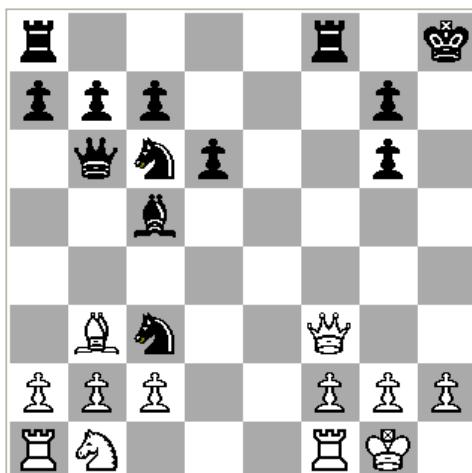
Solution from previous page.

Spot Power Move 1, which also prepares Power Move 1. When possible, your moves should accomplish at least two things. One-two! Always consider the mobility of the enemy King. When he becomes cramped, he becomes vulnerable to mating attacks. Notice how the bishop prevents the King from moving to g8.



1. Ng6+

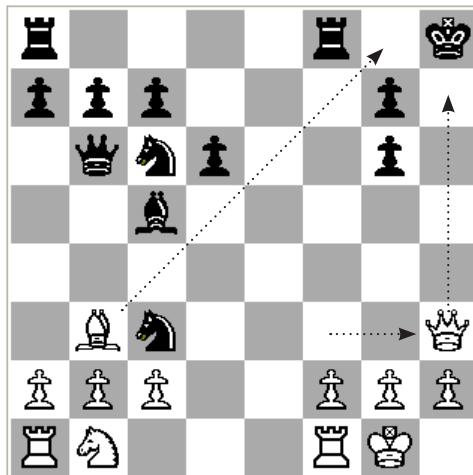
Knight g6, check. The pawn must capture otherwise it would be mate.



1...hxN

Pawn captures. **White to move. Spot Power Move 1, very easy.**

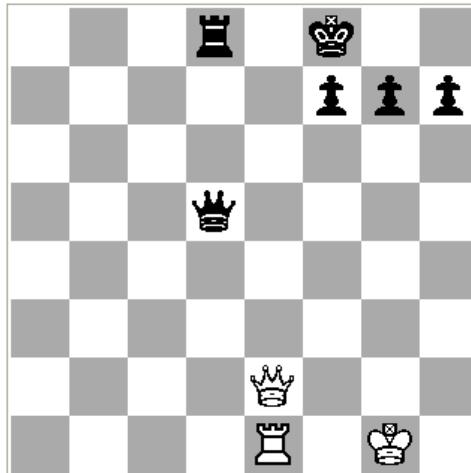
Power Move Mate 5 cont.



2. Queen h3 Mate!

The King can't run because the Bishop guards the escape square and nothing can block the check.

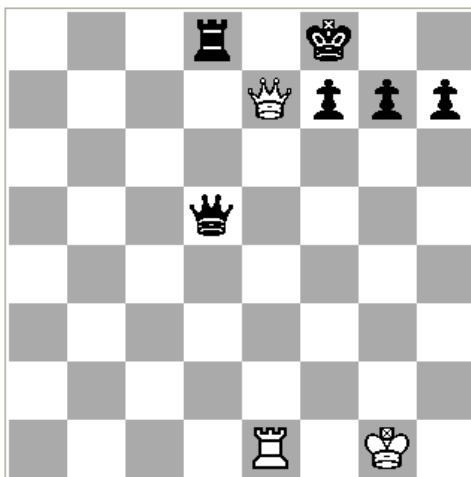
Power Move Mate 6



White to Move
Spot the Power Move!

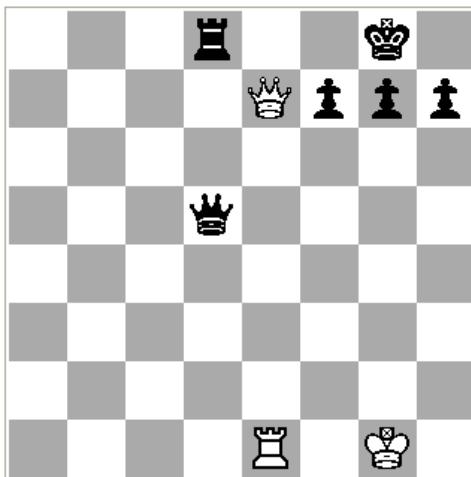
Squares, as well as pawns and pieces, can be defended or “attacked” to prevent enemy forces from occupying them. You need a superiority in force to occupy a square, so you should do a force count before advancing to a square.

Power Move Mate 6 cont.



1. Qe7+

The Queen checks the King on e7, which is only guarded by the King. The e8 square is guarded by both the rook and King, so the Queen cannot immediately occupy it.

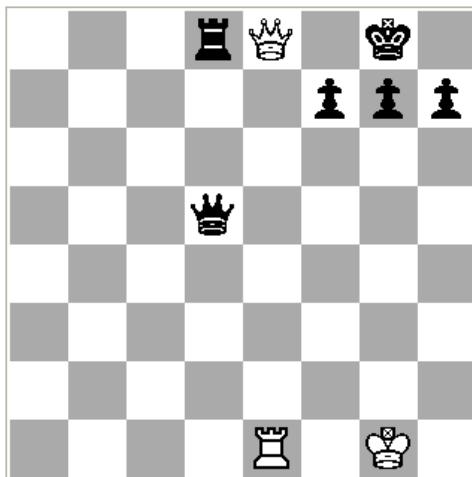


1...Kg8

White to move

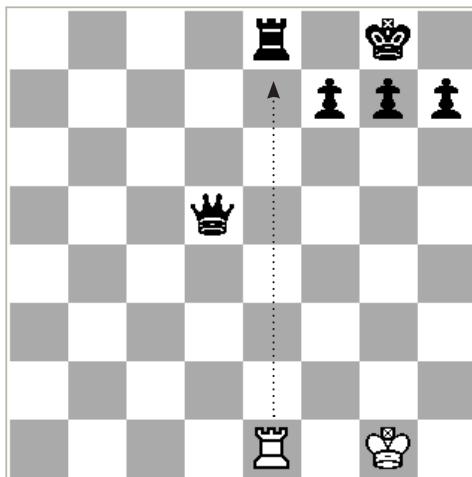
Spot the Power Move!

Power Move Mate 6 cont.



2. Qe8+

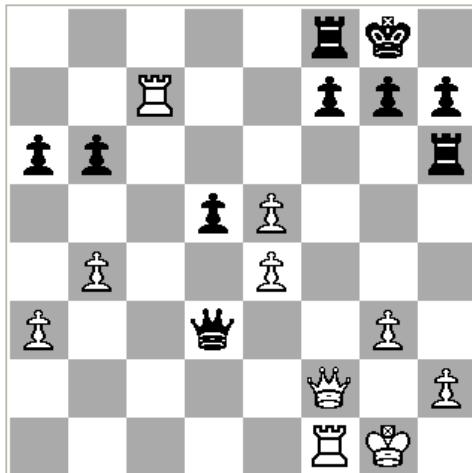
The King has only one escape square which makes possible the queen's advance to e8. Like the late, great world champion Mikail Tal, first consider sacrificing your queen.



2...RxR, 3. RxR# Mate

The black rook recaptures. And it's mate in one, after the white rook captures the black rook. The King has no place to run, and the black queen cannot help. This example illustrates the importance of having escape squares for the King.

Power Move Mate 7



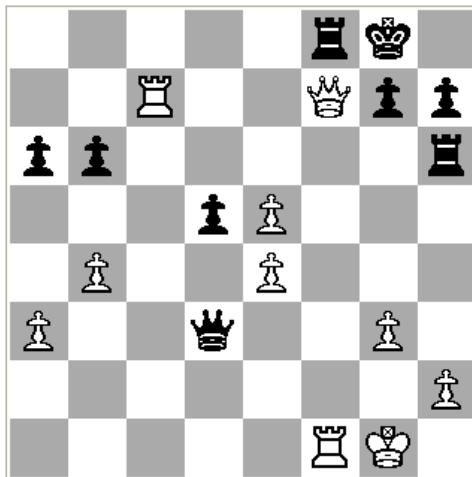
White to move

Look for checks and checks in two moves, x-ray attacks, and moving defenders of squares.

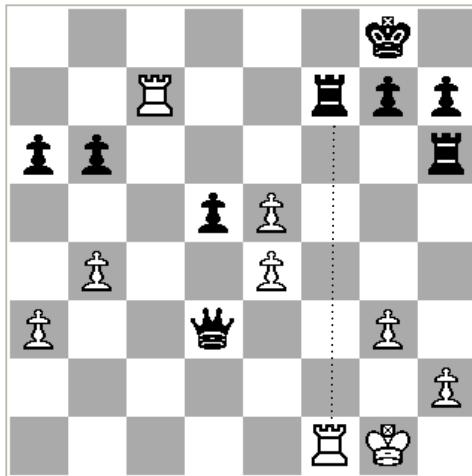
You must always evaluate the board before you move, both from the offensive and defensive perspective.

The first move to consider is Power Move 1, check. Note that the f7 pawn is attacked three times and defended twice. If the pawn is captured, only the black rook can recapture it. But which piece do we recapture with? The rook or queen?

Power Move Mate 7 cont.



The most forcing move in chess is Power Move 1, the check. The King cannot capture the queen and now mate is threatened if the queen captures the rook or the g7 pawn, so the rook must capture the queen.



The rook captures the queen.

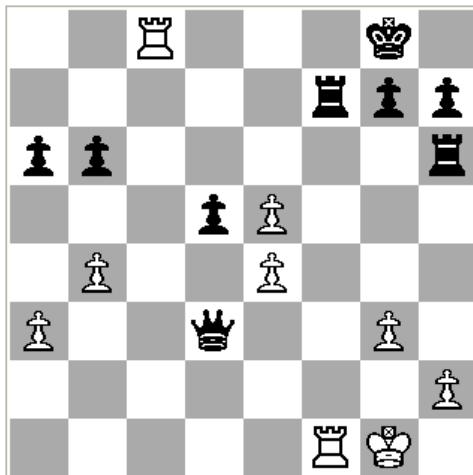
White to move. Spot the Power Move!

Answer next page

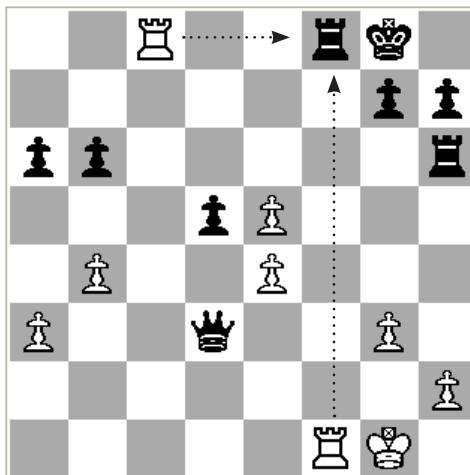
Power Move Mate 7 cont.

Solution from previous page.

Should white rush and recapture the rook? After all, now black is threatening mate, if the black queen were allowed to capture the rook on f1. Before you move you should always reevaluate the position and not make a reactive move. Always consider the power of Power Moves!

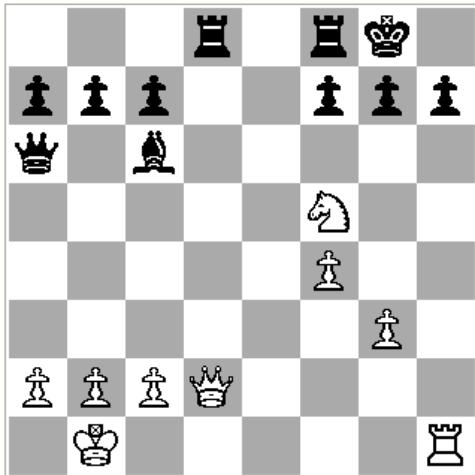


1. Rc8+ Check is better than recapturing the rook.



Only the black rook can block the check and now it's mate next move, after either white rook captures the black rook.

Power Move Mate 8



White to move.

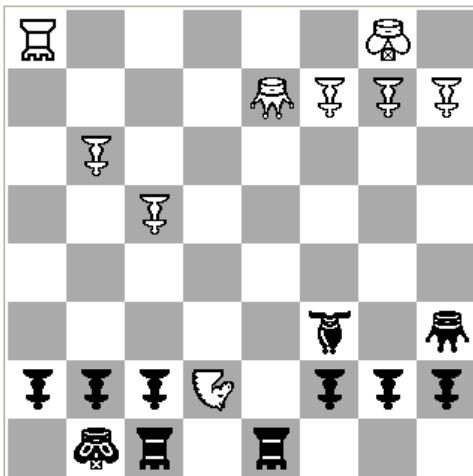
Spot the Power Move!

It is often possible to force your opponent to move his pieces to squares of your choosing, where you have a nice surprise planned!

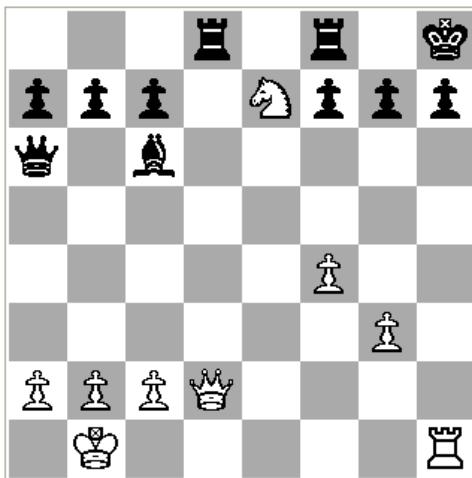
Upside-down answer. Don't peek!

In this position, the Knight is the only piece which can deliver check. On e7 or g6, but checking on g6 would allow an escape square for the King and not move him to the square we want, another checking square.

1. N_e7+



Power Move Mate 8 cont.



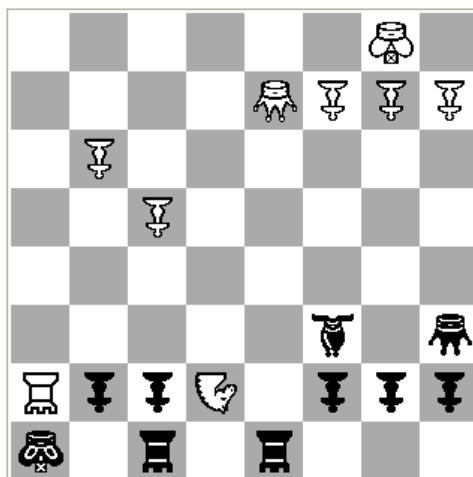
1...Kh8

White to move
Spot the Power Move!

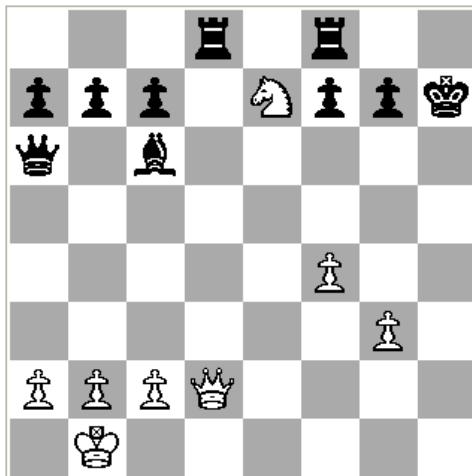
Now the King has only one square to run to. We have maneuvered the King into a Power Move square.

Upside-down answer. Don't peek!

2. Rxh7+ Rook takes pawn, check!



Power Move Mate 8 cont.



2...KxR

The King has no choice but to recapture.

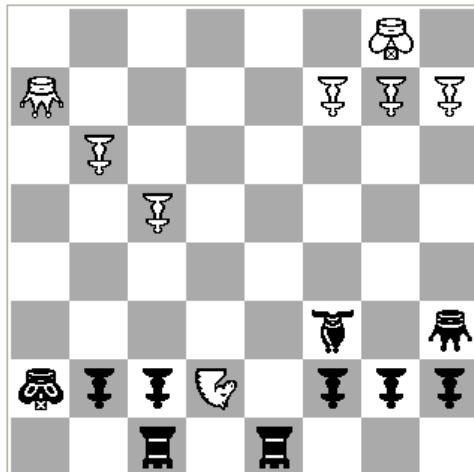
White to move. Spot the Power Move!

Upside-down answer. Don't peek!

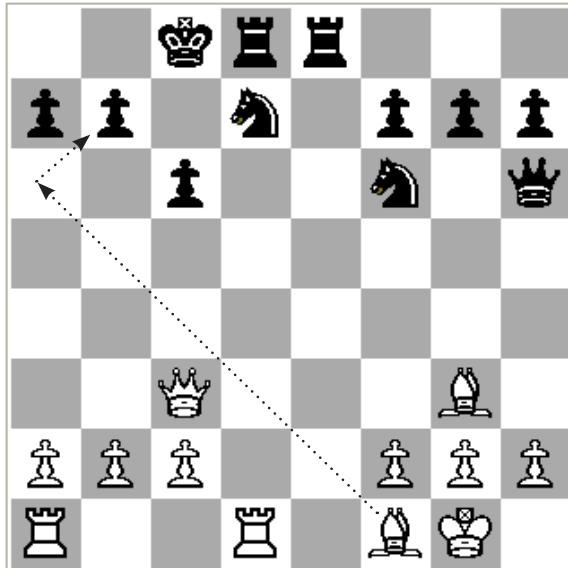
nothing can block the check.

The King has no escape squares as the knight is guarding g6 and

Queen to h2, check. Check mate!

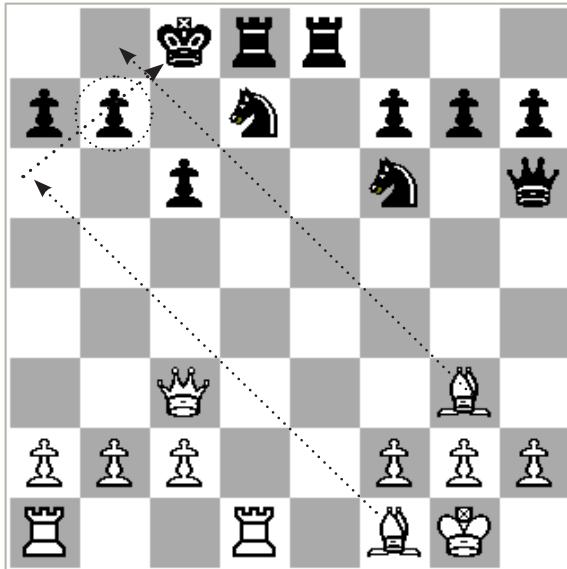


Power Move Mate 9



To become a master at chess combinations, you must look for checks in one or two moves, including sacrificial checks. With this as your guide, it becomes possible to achieve chess immortality! The white squared bishop can check the king in two moves. This first observation makes possible the telling blow. Also, we must always be aware of the King's mobility or lack of it!

Power Move Mate 9 cont.



White to Move

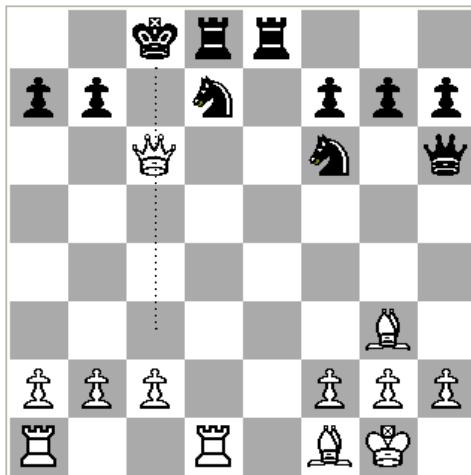
Spot the Power Move!

White's dark squared bishop prevents the King from moving to any square. If we imagine the circled pawn removed from the board, the light squared bishop would be able to check the king on a6.

Can we force this pawn to move?

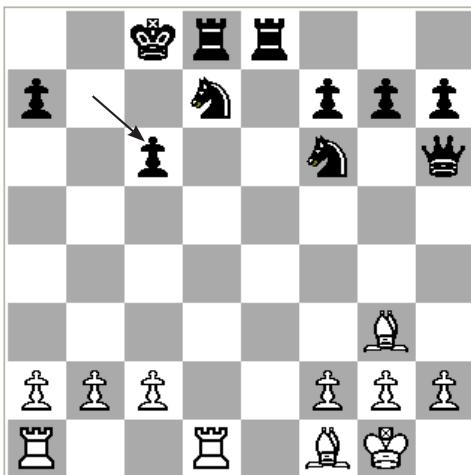
Power Move Mate 9 cont.

Solution from previous page.



1. Qxc6+

The Queen captures the pawn checking the black King.
The King cannot run so black must capture the queen.



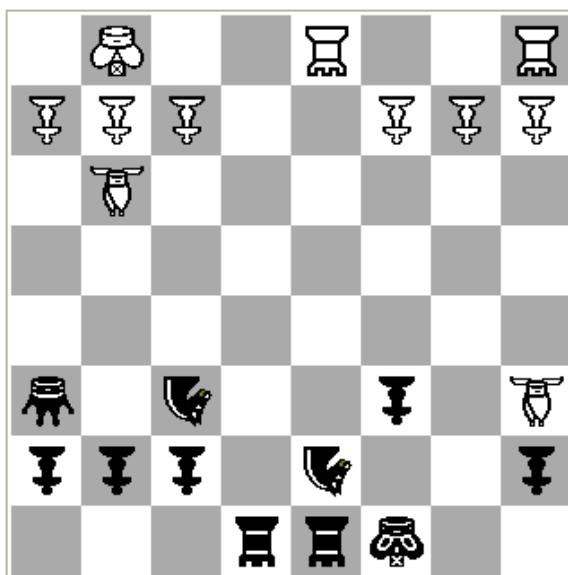
1. bxQ The pawn captures the queen.

White to move. Spot the Power Move!

Power Move Mate 9 cont.

Upside-down Solution.

Bishop to a6, Mate!



Power Move Mate 10



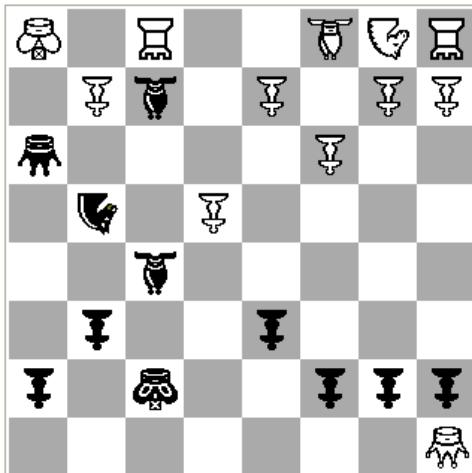
Black to Move

Spot the Power Move!, including sacrifices.

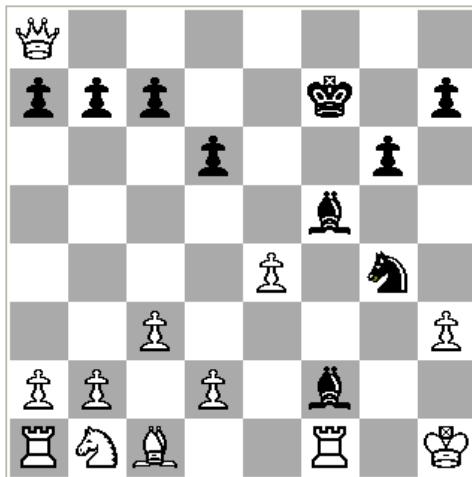
Looking at the enemy king's mobility can form the basis of a plan and allow you to dream of tactical possibilities. In this position we see that the white King has no squares to move to. Similar to the last example, find the checks which lead to mate.

Upside-down answer. Don't peek!

The Queen captures the h3 pawn with Power Move One, check.
1...Qxh3+



Power Move Mate 10 cont.



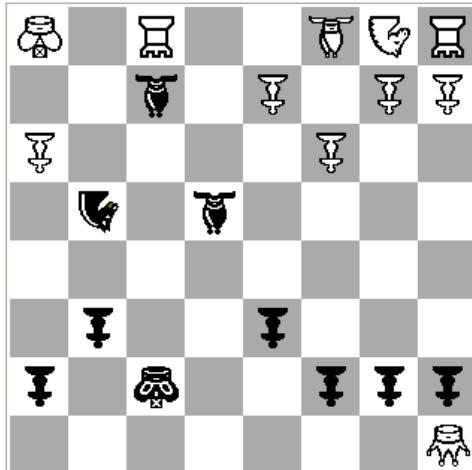
White to move. Spot the Power Move!

As the king has no escape squares the pawn must capture the queen.

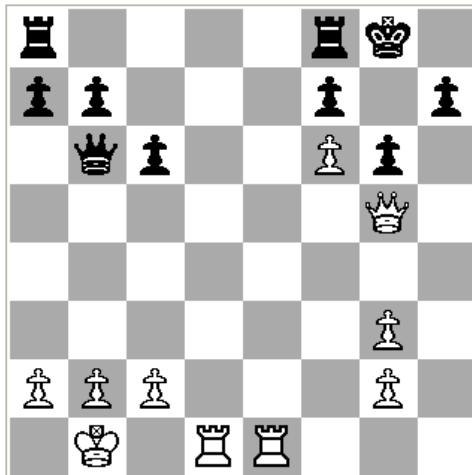
Upside-down answer. Don't peek!

You should have discovered the one-two checking possibilities of the Bishop takes e4, Mate!

2. Bxe4+#!



Power Move Mate 11



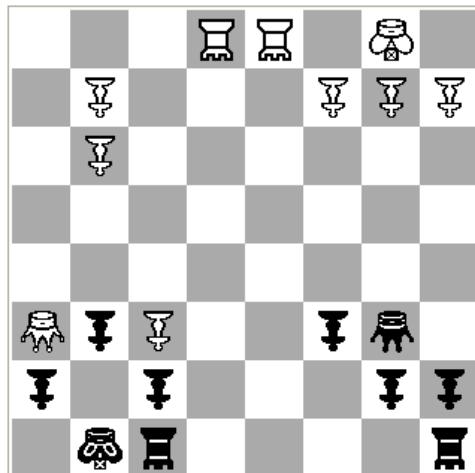
White to Move

Spot the Power Move preparation. One-two

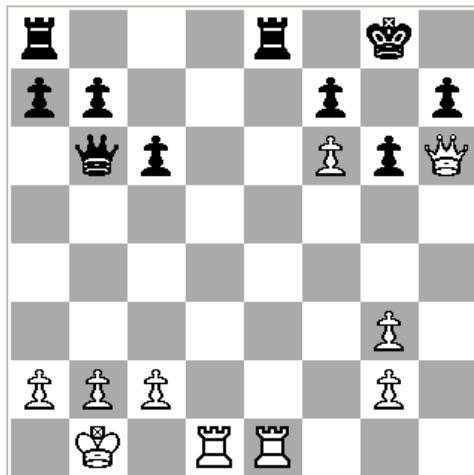
This example illustrates a very common mating pattern you will see in many games.

Upside-down answer. Don't peek!

1. Queen to h6 prepares to check.



Power Move Mate 11 cont.

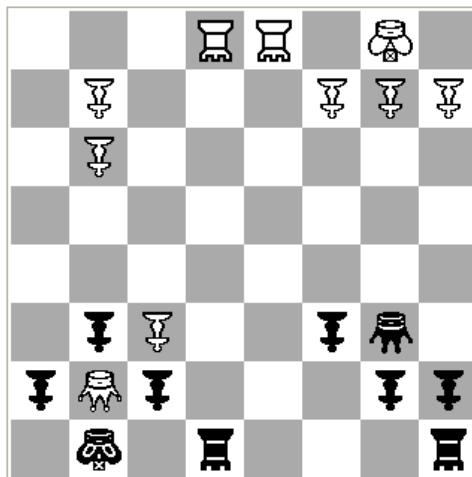


1...Re8. There is no defense but the black rook moves to e8. The check and mate are easy to find if you know the classic mate patterns described in the beginner section.

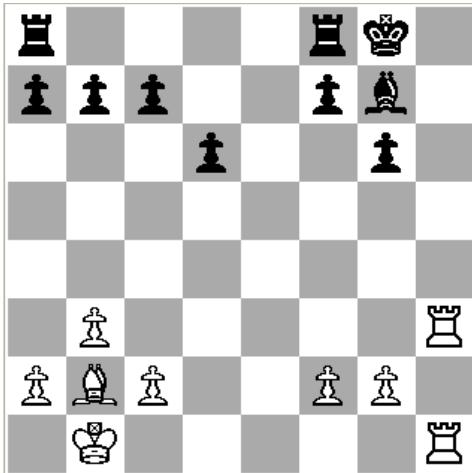
White to move.
Spot the Power Move!

Upside-down answer. Don't peek!

Queen g7, mate!



Power Move Mate 12



White to move

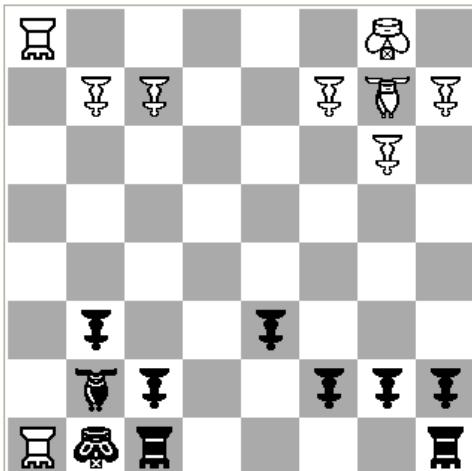
Spot the Power Move sacrifice!

The bishop/rook mate is illustrated in the beginner section, and here we see a variation of this theme. A superiority of force signals the potential for a winning attack. Here we see three white pieces hitting the h8 square.

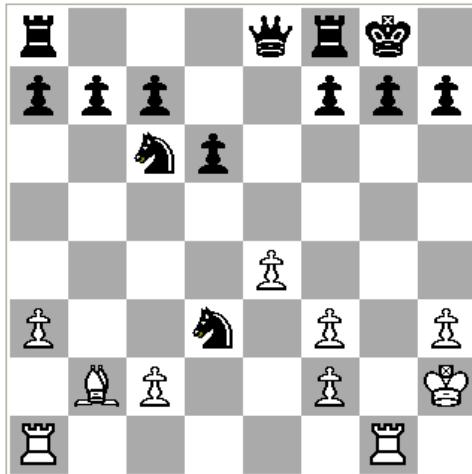
Upside-down answer. Don't peek!

mates the King.

1. Rh8+. Rook checks the King. After the bishop capture, the second rook



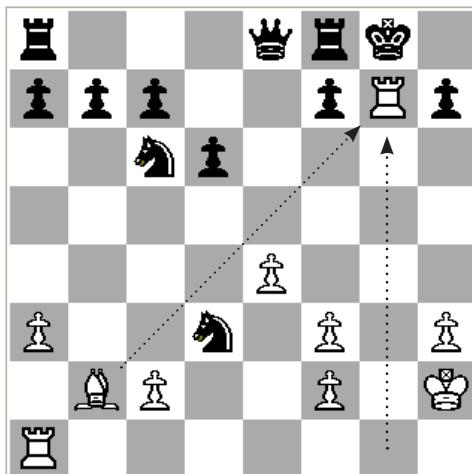
Power Move Mate 13



White to move

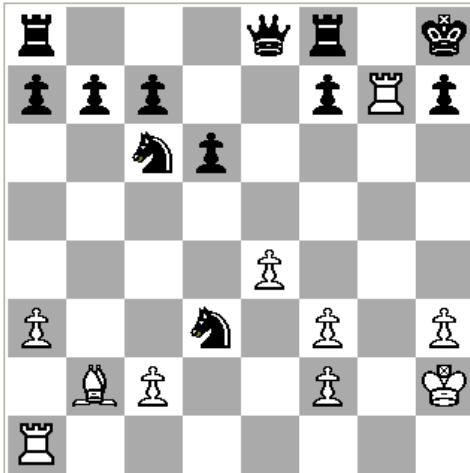
Here we see another variation of the rook/bishop mating pattern. Notice that the black knight can capture the white bishop. Power Moves signal the possibility for an attack.

The first Power Move check is obvious.



1. Rxg7+. The rook checks the king with support by the bishop.

Power Move Mate 13 cont.



1. ...Kh8. The King can only run.

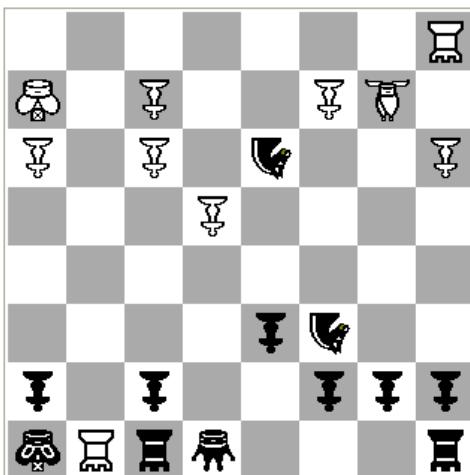
The tactical theme of the discovered check is at play here. When the rook moves, the bishop's x-ray is revealed checking the King, but the pawn on f7 can advance to f6 blocking the bishop's check, or the knight can capture the bishop, so white must continue to check!

White to move. Spot the Power Move!

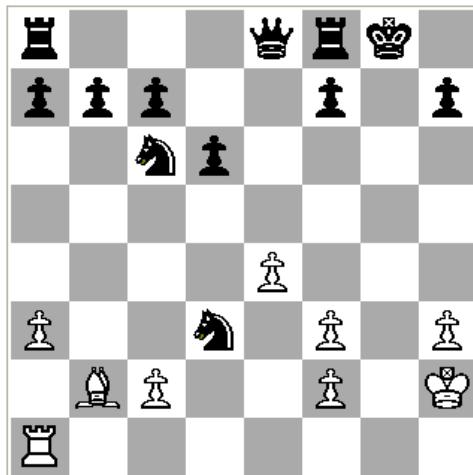
Upside-down answer. Don't peek!

Did you find the rook check sacrifice, revealing a double check?

2. Rg8+



Power Move Mate 13 cont.



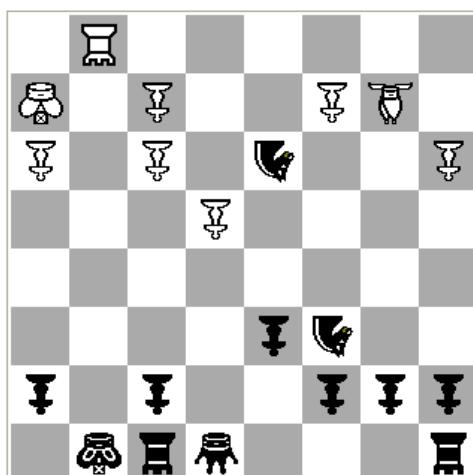
2...KxR

The pawn advance cannot stop both checks. The king must recapture.

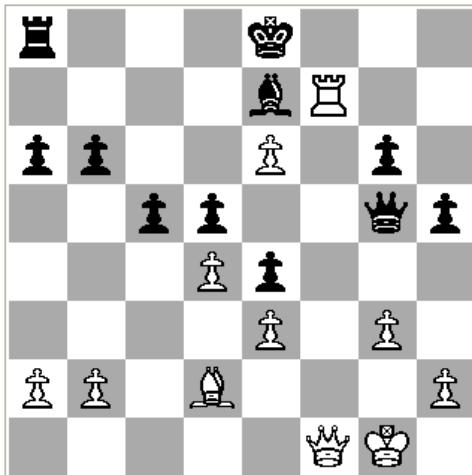
White to move. Spot the Power Move, checkmate.

Upside-down answer. Don't peek!

Rook to g1, checkmate! You need to use all the pieces.



Power Move Mate 14



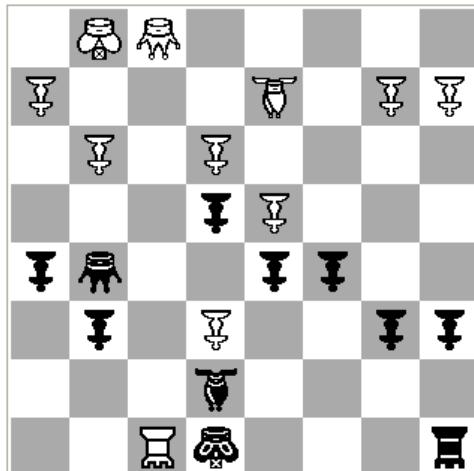
White to Move

The black king has only one square to which he can move.
This example is a variation of the queen/pawn mating pattern.

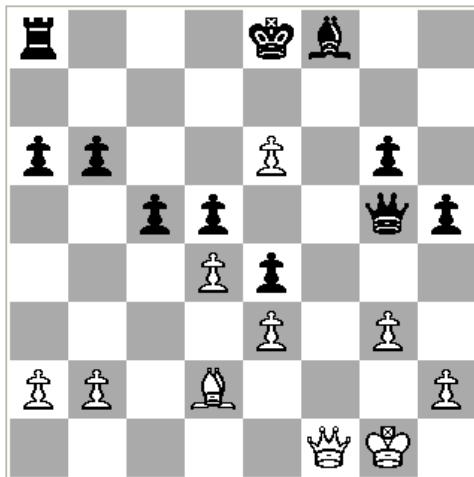
**Find the continuous
Power Move checks which lead to mate.**

Upside-down answer. Don't peek!

1. Rf8+. A sacrificial rook check.



Power Move Mate 14 cont.



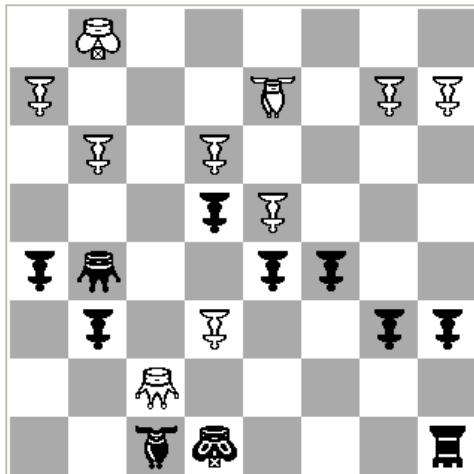
1...BxR. The bishop must capture.

White to move

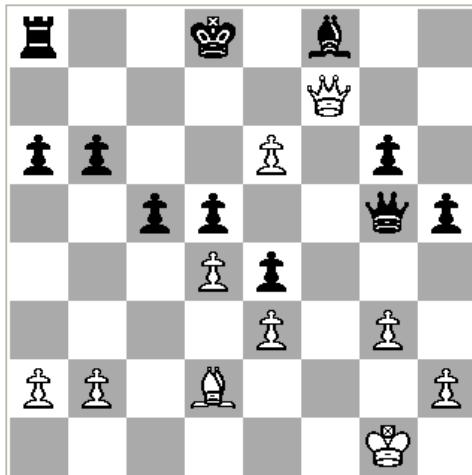
Spot the one-two Power Move combination leading to mate.

Upside-down answer. Don't peek!

2. Queen checks on f7 supported by the pawn.



Power Move Mate 14 cont.

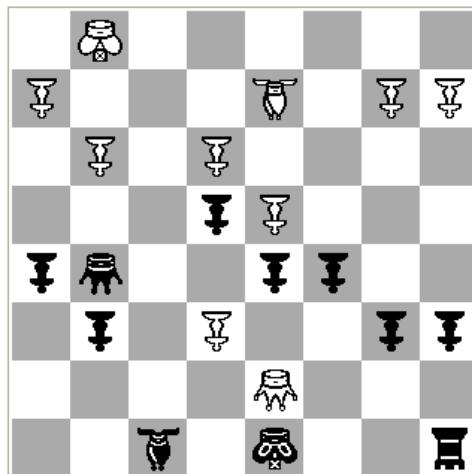


2...Kd8 The King can run only to d8.
When supported, the Queens power extends to numerous squares.

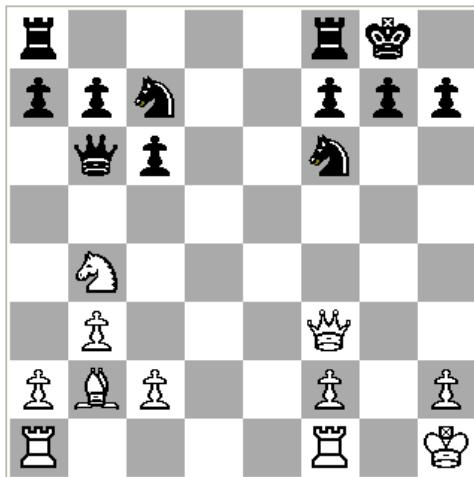
White to move. Find the Power Move check and mate.

Upside-down answer. Don't peek!

3. Queen to d7, mate!



Power Move Mate 15



White to move

The order in which the same moves can be made can determine the difference between a winning combination and a losing one.

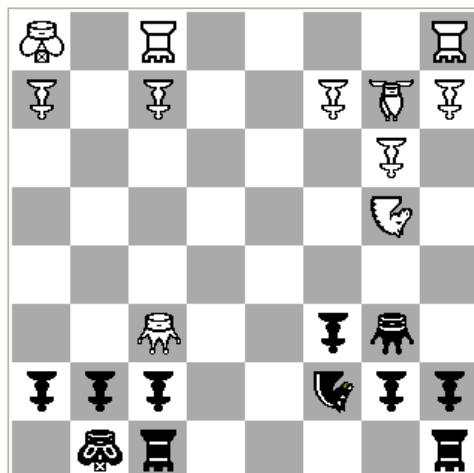
Spot the preparation for Power Move 1.

You must threaten to mate, other moves are too slow!

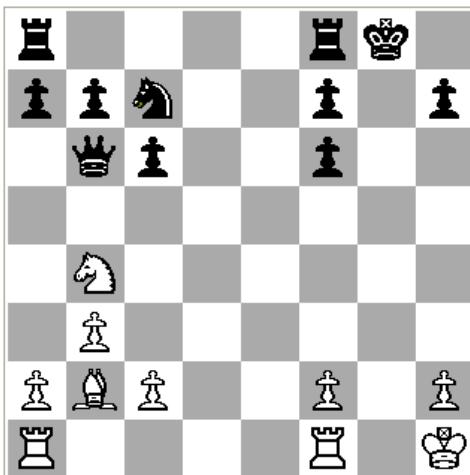
Upside-down answer. Don't peek!

battery.

1. Queen takes Knight on f6. Mate is threatened by the Queen/bishop



Power Move Mate 15 cont.



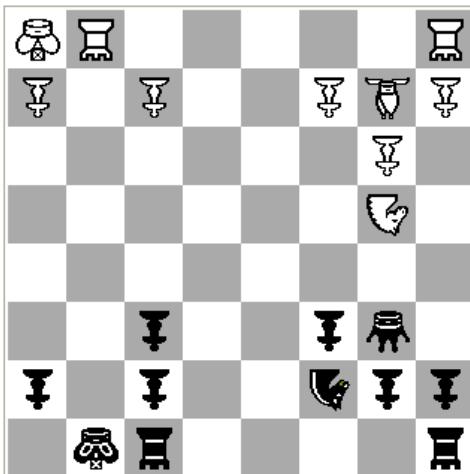
1...gxQ

So, the pawn must capture the queen. White must not allow black to defend the f6 pawn. If he does, he will lose the game without his queen.

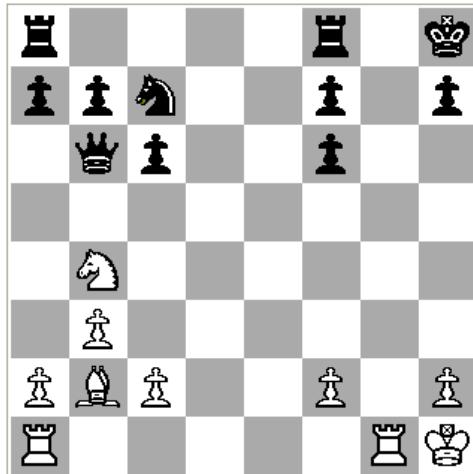
Always look for the check. Spot Power Move 1

Upside-down answer. Don't peek!

2. Rook to g1 check!



Power Move Mate 15 cont.

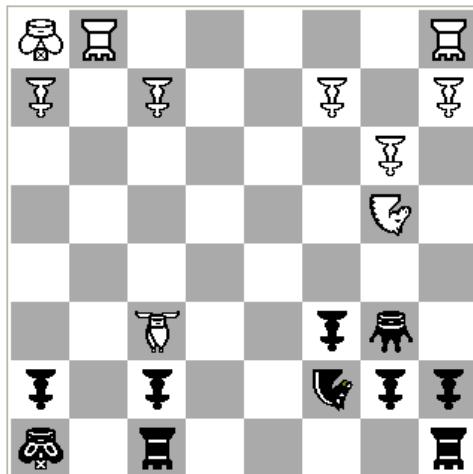


2... Kh8. The King has only one square to run to.

White to move. Spot Power Move 1.

Upside-down answer. Don't peek!

3. Bishop takes f6, mate!



8

Part 3



Mini Beginner Chess Course

The Rules
The Moves
Basic Strategy

Beginner Mini-Course

The Rules

Starting Position: Each side must have a light square in their right corner.

Rows of Squares: Horizontal rows are called ranks, vertical rows are files and slanted rows are called diagonals.

Players: The game is played with two players. The side with the light colored pieces is called White and the darker side is called Black.

The Game Pieces: Each side has 1 King K, 1 Queen Q, 2 rooks R, 2 bishops B, 2 knights N, and 8 pawns P.

The Object of the game: To checkmate the enemy king. (when an attacked king cannot legally move.)

Check: When the King is being attacked by an enemy pawn or piece.

Basic Chess Symbols come after the move, e.g., Qf4??

+ check

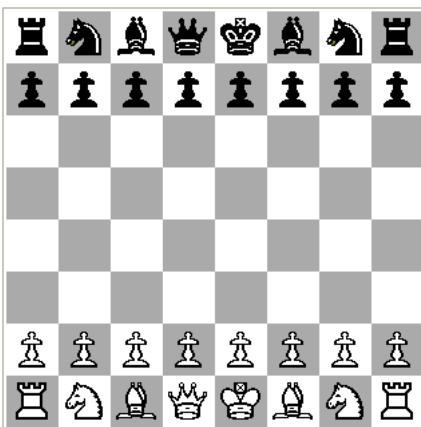
++ or # sign means checkmate

! means good move

!! Brilliant move

? Mistake

?? means very bad move, called a blunder



The board should be placed with a white square on the bottom right.

The Rules cont.

The First Move: White goes first, then Black, then White, etc.

A Move: When a piece or pawn moves from one square to another.

A capture: When an enemy piece or pawn is removed from the board by moving to the square it occupied.

Castling: You cannot castle if the King is in check or through the path of a checking piece.

A trade: When pieces of equal value are removed from the board.

An exchange sacrifice: When a piece of higher value is deliberately traded for a piece of lower value in the hopes of other gains.

A Sacrifice: When a piece is deliberately lost, with the hope of gaining something greater.

Touch rule: If you touch a piece on your move you must move that piece if it is a legal move.

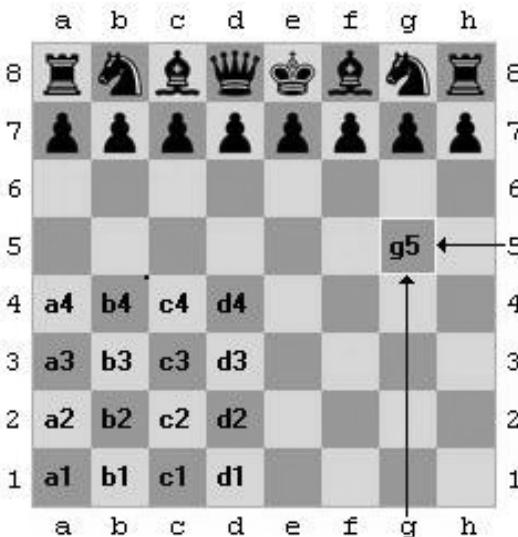
Draw: either through agreement or through forced repetition of check, the game concludes with no winner.

Stalemate: Primarily when a King not in check cannot make a legal move. Stalemates are counted as a draw.

Resignation: At any time either player may choose to forfeit the game by resigning.

A Forced move: A move which must be made to comply with the rules or a move which should be made to avoid additional losses. For example: When the king is checked, the check must be addressed, i.e., the check must be stopped, either through moving out of check, blocking the check or capturing the piece delivering the check.

CHESS NOTATION



Algebraic chess notation is used to record and describe the moves in a game of chess. It is now standard among all chess organizations and most books, magazines, and newspapers.

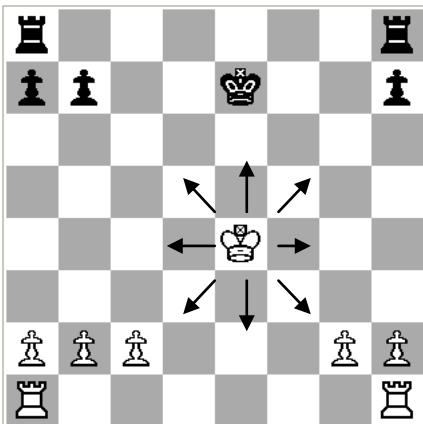
Each square is assigned a letter and number. Qd8 means that the black queen is on the square d8. K for king, Q for queen, R for rook, B for bishop and N for knight (since K is already used). Pawns are often referred to simply by letter and number, that is, 1. e4 e5 means the white pawn moves to e4 and the black response was pawn to square e5. A capture is indicated by an x, so RxB means the rook has taken the bishop.

Mate is indicated by #. Thus Rd8# means the rook has mated the king on the square d8.

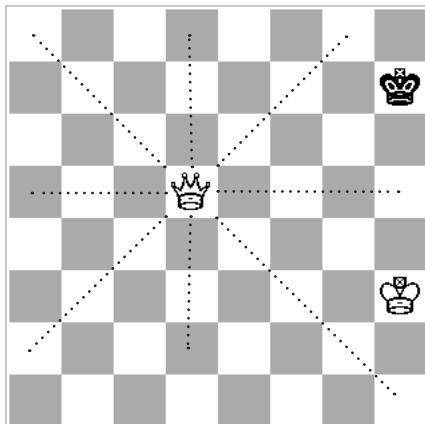
A sample game: Take out your chess board and play through this sample game. 1. e4 e5 2. Nf3 d6 3. d4 Bg4 4. dxе5 Bxf3 5. Qxf3 dxe5 6. Bc4 Nf6 7. Qb3 Qe7 8. Nc3 c6 9. Bg5 b5 10. Nxb5 cxb5 11. Bxb5+ Nbd7 12. O-O-O Rd8 13. Rxd7 Rxd7 14. Rd1 Qe6 15. Bxd7+ Nxd7 16. Qb8+!! Nxb8 17. Rd8#.

The Moves

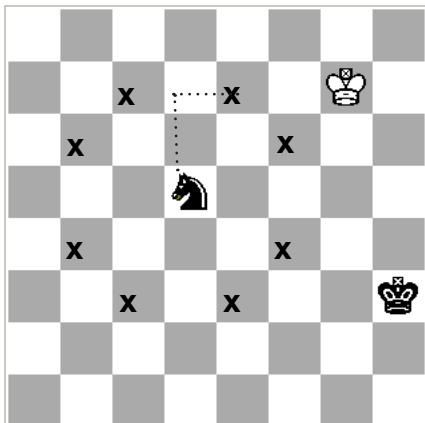
Pieces Move, Attack, Defend and Capture!



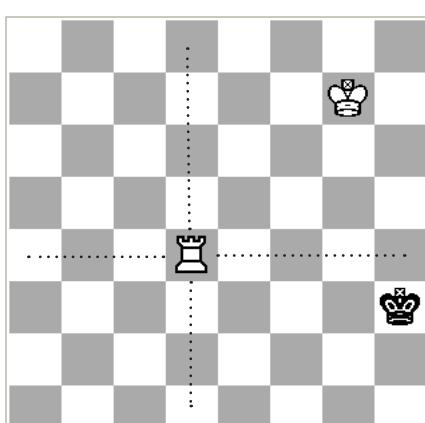
The King may move or capture opposing pieces to one square in any direction, but may not move into check or next to the opposing King.



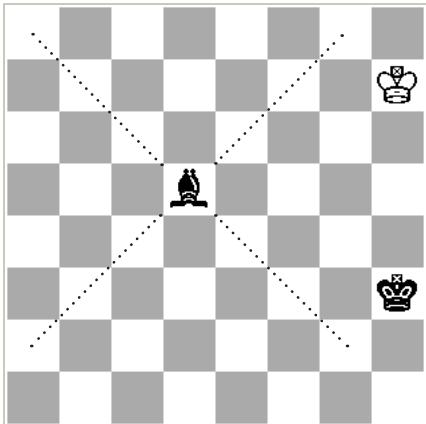
The Queen may move or capture in any direction any number of squares.



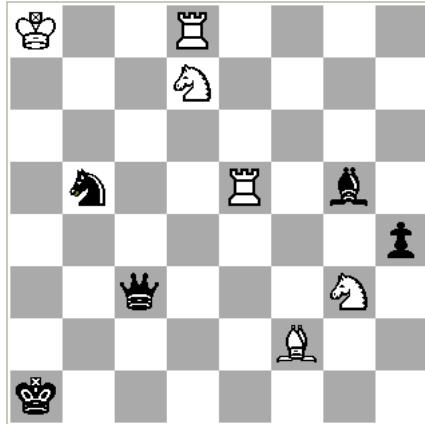
The Knight may move or capture on any square in a peculiar L-shape and is the only piece which can jump over other pieces.



The Rook may move or capture in any horizontal or vertical direction any number of squares.

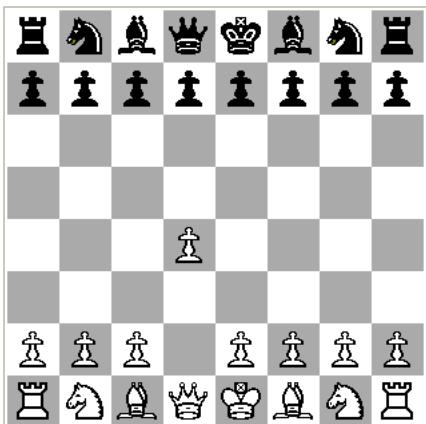


The Bishop may move or capture in any diagonal of his color any number of squares.



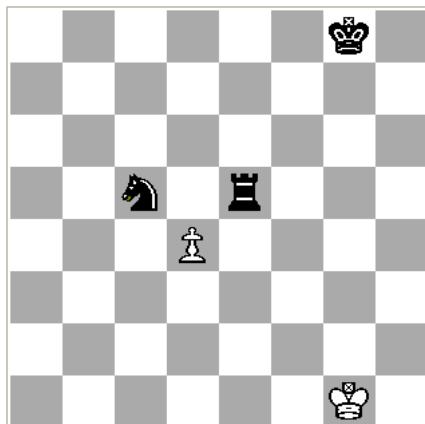
The black queen is attacking the white rook which is defended by the white knight. The other white rook is being attacked by the black bishop which is being attacked by the white rook, which is also attacking the undefended black knight. Have I missed anything? Probably!

The Pawn



From the starting position, pawns may move one or two squares forward. Thereafter, they can move only one square forward.

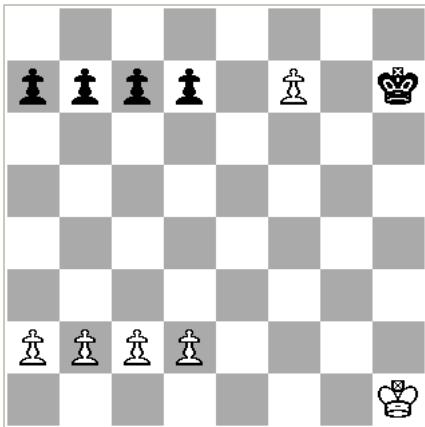
The Pawn cont.



However, Pawns capture diagonally. The pawn may capture either the rook or knight.

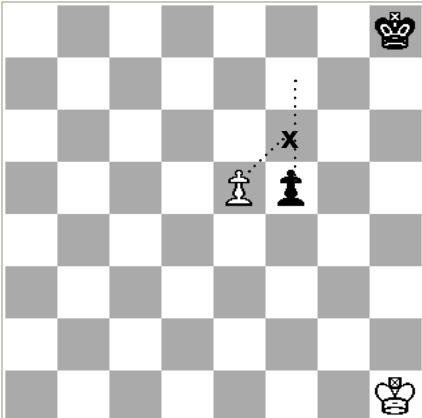
The Pawn, cont.

Promotion



If a pawn is able to march to the other end of the board he may transform into any piece other than the king. This is called a promotion. (Most people prefer another queen)

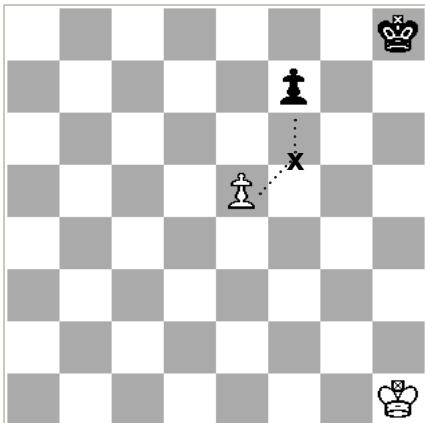
The en passant move, cont.



However, if black moved his pawn forward two squares from f7 to f5, "passing" f6, white could capture the pawn, with the "en passant" move.

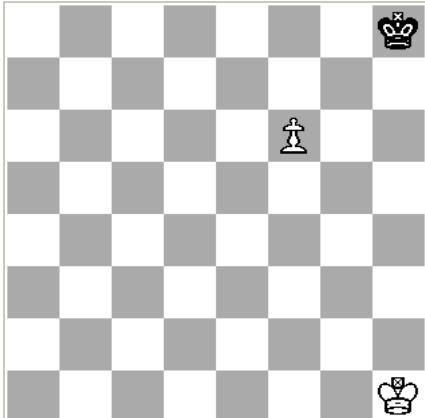
En Passant

The en passant move is an unusual pawn maneuver, which is possible when a pawn from its starting position reaches the fifth rank.



The black pawn is in its initial location. It could be captured by the white pawn if it moves one square to f6 (x) with the usual diagonal capture .

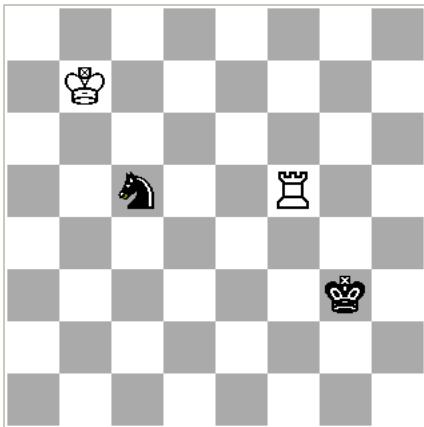
The en passant move, cont.



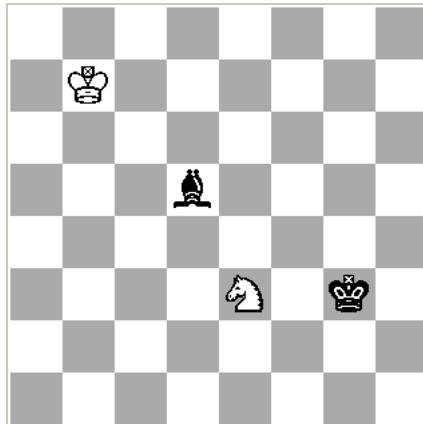
On the next move, White captures en passant, capturing the pawn as if it had moved to f6.

Check!

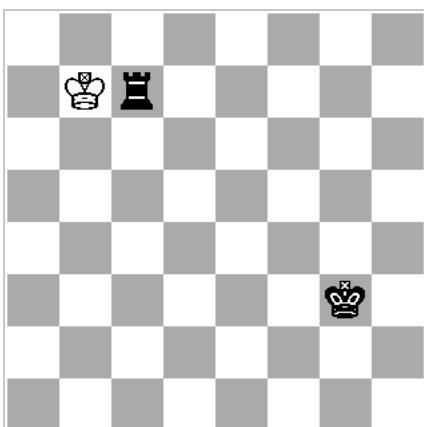
The checking move is the most forcing move of the game, because the king must move out of check or the attacking piece captured or blocked if possible.



The black knight is checking the white king. The King must move out of the check or the white rook must capture the knight.

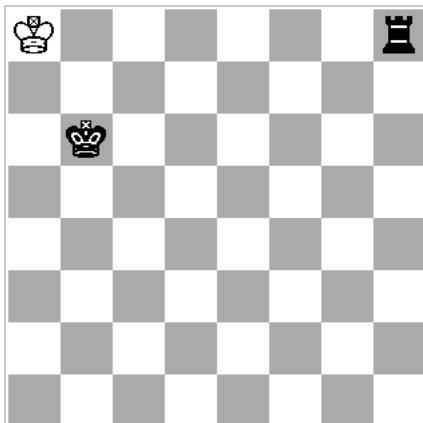


The black bishop is checking the white king. The king must move or the knight must capture the bishop.

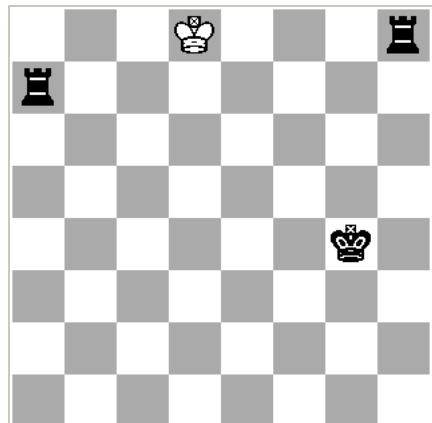


The black rook is checking the white king. The king can capture the rook or run.

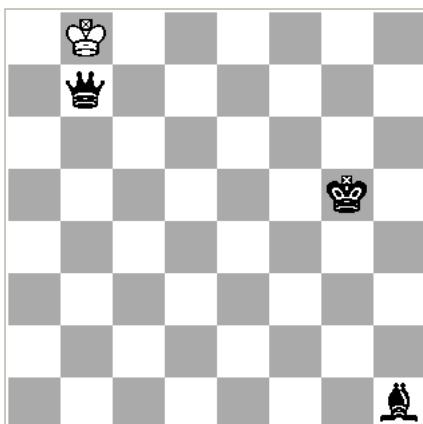
Checkmate



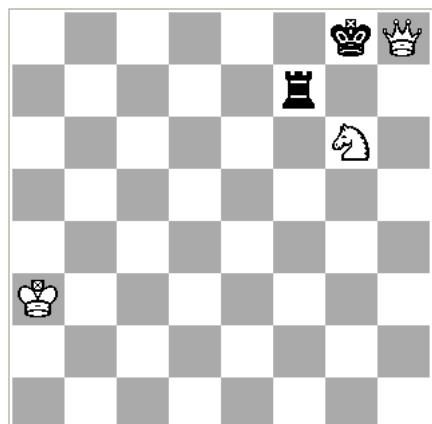
Rook and King mate



Two Rooks mate

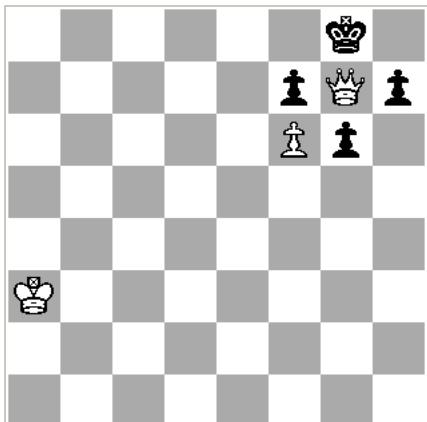


Queen and Bishop mate

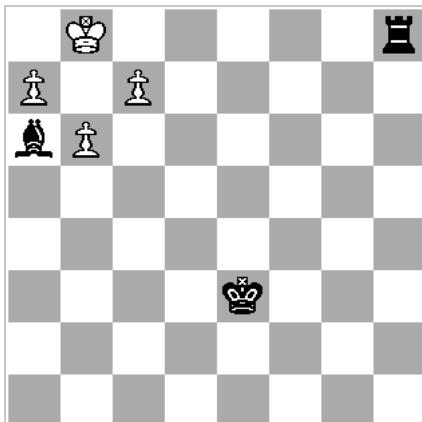


Queen and Knight mate

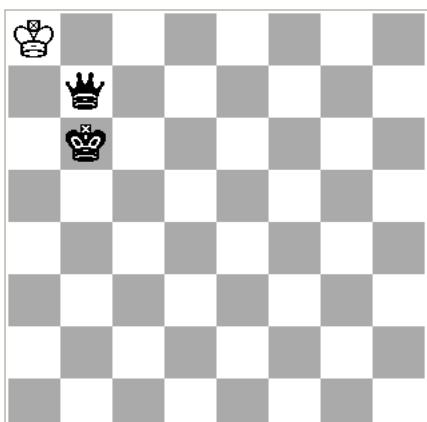
Checkmate



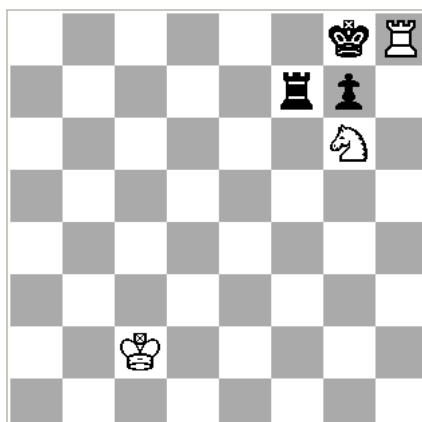
Queen and Pawn mate



Rook and Bishop mate.



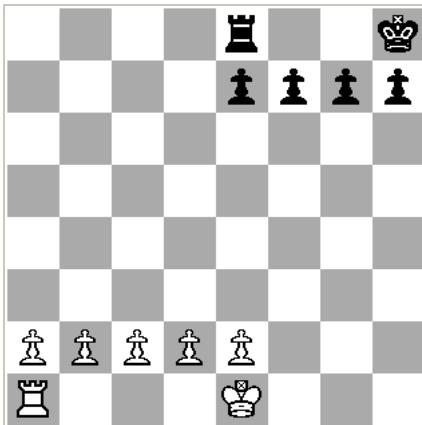
King and Queen mate



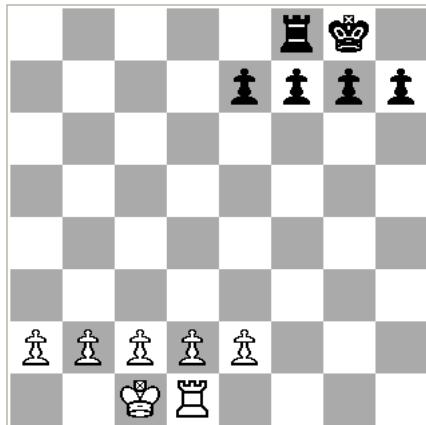
Rook and knight mate

Castling

Whether castling Kingside or Queenside, the King moves two squares and the Rook jumps the King to land on the square next to him. You must first move the king and then the rook.



Initial position of kings and rooks



Black has castled kingside (O-O), and White has castled queenside (O-O-O)

Piece Value

Piece value is a measure of fighting ability only. These values are based on all other things being equal, which they seldom are in chess. If all things are equal, you can use the force count to determine fighting power or relative advantage at any place or point in the game.

The ultimate value of a piece is determined by how quickly it can move to where it is needed.

King- priceless (3 points of fighting ability)

Queen- 9 points

Rook- 5 points

Bishop- 3 points

Knights- 3 points

Pawns- 1 points

Basic Chess Strategies Mini-Course

- 1. Control the Center:** The sweet center includes the squares e4, d4, d5, and e5. From the center, the pieces can move to more squares and thus have more options in both attack and defense. See next page.
- 2. Develop all Pieces:** Chess is like an orchestra and to make music on the chess board all the pieces must play. In general, don't move the same piece more than once in the opening, until the other pieces have developed.
- 3. Castle:** The king must be brought to safety away from the center which can soon become open and expose the vulnerable king.
- 4. Pawns:** In the opening, move only one or two center pawns prior to castling.
- 5. Knights:** For White, develop them to f3 and c3. For Black, to f6 and c6. Here they attack the center. There are exceptions but these are generally the best squares.
- 6. Bishops:** Don't block them with pawns. Move them to open diagonals or pin the enemy knights or other pieces. Bishops generally have more mobility than knights in open and semi-open positions, where pawns do not hinder their movement.
- 7. Rooks:** Put them on files which don't have your own pawns in front of them or on files that can be opened. They need breathing room to become effective.
- 8. The Queen:** In general, don't move her until the pieces have developed and the king has castled. She can easily be attacked by little guys—pawns, or pieces of lower value.
- 9. The Endgame:** Threaten to make new queens with passed pawns. Bring the king out to fight.
- 10. Trading down:** When ahead in pawns, trade the remaining pieces, then promote a pawn to a queen.

Good chess play is guided by strategic principles.

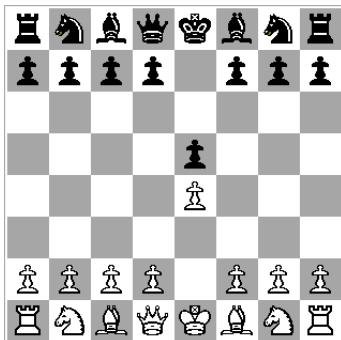
Generally speaking, your goal in the opening is to move one or two pawns to the center, to bring your knight and bishop out (preferably on the king side, where it takes one less move to castle) and then to castle, as quickly as you can. Also, do not bring the queen out too early, as she can easily be harassed by little guys (pieces of lower value). Don't fall behind in developing pieces—moving them from their starting position, preferably attacking something and at least towards the center or you may become vulnerable to a gang-attack, (two against one or three against two). Ignoring these principles is a common way beginners (and even more experienced players) lose at chess.

Center Occupation

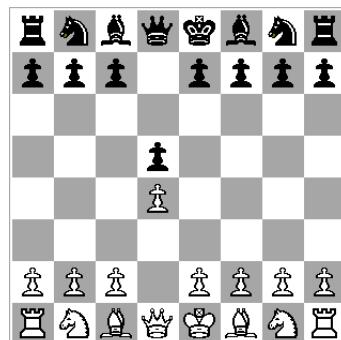
From or near the center, pieces have greater mobility, that's why restricting the movement of your opponent's pieces in the center and into your side of the board is a major strategic objective which begins with the opening moves of the game. For white, the best first opening moves include, pawn to 1.e4, 1.d4, 1.c4, or 1.Nf3. Black can match these moves directly or off center by playing 1...e5 or c5 to white's e4, or 1...d5 or Nf6 to white's d4. Other moves are possible of course, but these are a few commonly played.

The Most Common Opening Moves

1. e4...e5



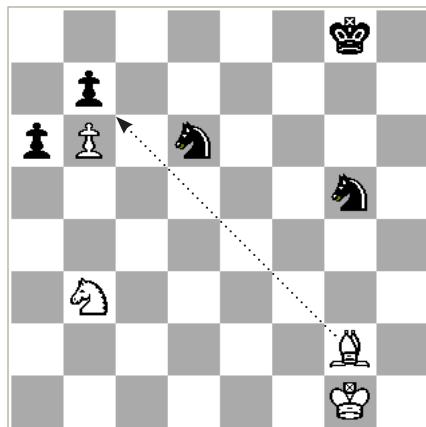
1. d4...d5



The Gang Attack (superior forces)

In this example, white is attacking the black pawn once with the Bishop and black is defending it once with the black knight. If white can attack it twice before black can defend it twice, white can win the pawn!

White to move



Attacking with superior force or “The Gang Attack” is a very common way material is won. The white knight can move to c5 in one move, attacking the pawn a second time. Black does not have time to bring the second knight to the defense of the pawn.

Before you move to a square, you must count how many times it is attacked by your opponent and defended or attacked by your men. If he/she has more attackers than defenders you cannot safely move to that square.

“The beginners primary concern is to be aware of and to not lose an undefended piece, Power Move 3!” BK

When Under Attack

Ways to handle an attack:

- a. Move the target (run or hide) if possible
- b. Capture the attacker if possible
- c. Block the attacker, if possible. (Knight attacks cannot be blocked)
- d. Use the “Chicago Way” and launch a superior counter attack. (see Chapter 4)
- e. Defend the attacked piece
- f. Allow a capture and recapture, (see the Winning Formula Chapter 2)

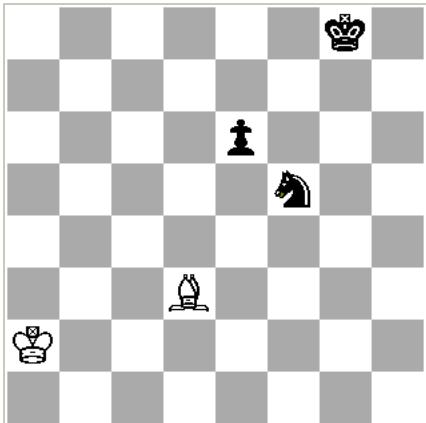
Deciding which of these options is best in any given situation is not always clear. You should be guided by strategic goals, i.e., try to gain and not lose something in your position – don’t weaken pawns, increase your mobility, simultaneous offense and defense, etc. (see Part 2)

Before You Move

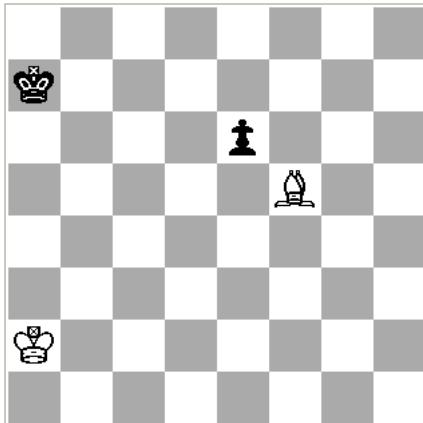
Before you move you must ask, “What is the threat of my opponent’s last move, if any, and will I be giving my opponent a Power Move with my intended move?” Asking at least these two questions will reduce the number of blunders which occur in all beginner games.
:-)

The Balance of Power

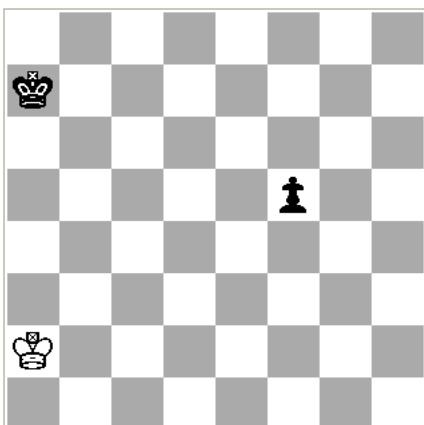
Trading or Exchanging pieces



1. The white bishop is attacking the black knight which is defended by a black pawn.



2. The bishop has captured the black knight.



3. The black pawn has recaptured. This is an even trade as the bishop and knight are both worth 3 points.

Each side starts out with the same number of pieces. You must usually maintain this balance. If I capture one of your pawns or pieces, you should recapture one of mine or a higher ranked piece. Your goal at all times is to try to gain more than you lose. An even trade means to capture and remove pieces of equal value from the board.

A capture is usually a very forcing move as one side must immediately recapture to maintain material equality. If one of your pieces is captured, you must recapture or capture something else of equal value.

How to Conduct a Chess Battle

Chess battles begin with the pieces in their starting position, too far away from and not mobile enough to checkmate the enemy king, or otherwise inflict damage to the enemy.

Blocked by their own pawns, one or two pawns move up the center as the pieces move out from their starting position towards the center of the board, striving to increase their mobility at the expense of their opponent. They also are preparing to guard the soon-to-be castled king. Too many pawn moves could spell trouble, because pawns are no match for pieces.

Because the center of the board will soon become a likely battle-ground, the king is quickly castled to safety, to one or the other side of the board.

If the enemy has neglected opening development or king safety or has created some weaknesses or targets, a battle may quickly ensue with the goal of winning some immediate material.

If both sides have taken opening precautions, then development continues and is completed when the rooks are united, because rooks working together can be stronger than a queen! The rooks may move to more mobile files, or they may stay where they are until needed, later in the battle. The rook's movement is hindered until some pawns are removed from the battlefield.

Decisions are made by both camps, as to where they should seek to penetrate into enemy territory, whether on the queen side, the king side or up the center. A difficult decision indeed, often determined by advantages in space, force, or time in particular areas of the board.

Plans are made. The pieces mobilize and ready themselves for battle. They engage the enemy. Slain warriors are taken from the battle field. A reassessment is made after the first wave of battle. At anytime, if the possibility to checkmate the enemy king emerges, then all forces are brought to bear on this task. More plans are made, the remaining pieces regroup for another assault. The king is brought into the fray to help his battle weary men.

If a material advantage emerges, then an immediate attempt to liquidate the remaining forces commences, so that the one extra man standing can assist a pawn in its attempt to raise its status to becoming royalty—a queen! At last the enemy king is hunted down and slain by overwhelming force.

If no possibility for mate exists, then the two sides agree to a truce, called a *draw* in the game of chess.

This is a snap shot of what most chess games look like from beginning to end.

Now, read the rest of this book beginning with Part One. After reading the book, you should use the Spot the Power Move Training Videos to really practice what you have learned. How to gain access to these free sample training videos is revealed elsewhere in this book, so read carefully. :-)

Internet Chess

There are many opportunities to practice chess against human opponents from around the world on the internet. My favorite sites are *Lichess.org* and *Chess.com*. You can play for free or with a paid subscription for more features.

Chess Clubs and Tournament Chess

You can join the United States Chess Federation and play tournament chess. Visit www.uschess.org for more information and about chess clubs in your area.

Chess skill-levels are marked by letter and number or number and title. The average or C level is around 1500. Expert begins at 2000, and Master at 2200. Higher titles include International Master and Grandmaster. (Most non-tournament chess players are below 1500 playing strength)

About the Author



William G. Karneges, M.Sc., is an innovator, language and chess teacher who has taught for the Berkeley Chess School's, "*Chess in the Schools*" program. In the "*Six Power Moves of Chess*" he shares the epiphany he had while analyzing the games of world chess champion, Viswanathan Anand, which enabled him, literally overnight, to go from being an average chess player to beating chess experts in tournament play. See his YouTube channel to watch some of these games. In the YouTube search bar type The Six Power Moves of Chess.